

AMIT XXXXX

Software Engineer

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Top performing software engineer proficient in analysis, design, development and testing of various applications. Ability to produce clean efficient code and innovative design for seamless user experience in a collaborative team environment.

KEY STRENGTHS

Software development	Programming	Collaborative approach
Documentation & testing	Resourceful	Written & verbal communication
Design iteration & verification	Ability to prioritize	Mentorship skills

TECHNOLOGY PROFILE

Software: C, C++, C#, ASP.NET, Python, TypeScript, M, PHP, HTML, Go, R (Statistics), Mathematica, React, Java, Web Services, Git, Node.js, SQL, UNIX shell scripting

Applications & Tools: Eclipse, Visual Studio, EMACS, XCode, MS Visio, General Web Portal Architecture, MS Suite

Operating Systems: MySQL, Linux/UNIX, Windows XP/2003/2008, Cloud-based implementations models (SaaS, PaaS)

Project Methodologies: Agile, Scrum

EDUCATION

Lewis & Clark College / Portland, OR

BA, Double Major, Cum Laude, in major GPA 3.8, merit scholarship 2015-2019

Majors in Computer Science & Mathematics and Physics

PROFESSIONAL EXPERIENCE

R&D Software Engineer / Epic Systems Corporation, Rehab Division / Verona, WI / 9/2019 – Present

Epic is a healthcare software company that develops electronic medical record applications with annual revenue >\$2.5B.

- + Independently develop new functionality that flags end-user errors and simultaneously speeds up workflows between patients, hospitals, and insurance providers across >20 rehab centers utilizing Agile/Scrum methodology.

Software Developer Intern / Xxxxx, Inc. / Santa-Clara, CA / 5/2017 – 12/2017

Xxxxx specializes in networking products for Cloud, Data Center, IoT, M2M and general devices connectivity.

- + Improved safety & security of Smart Home software by creating algorithm capable of simultaneously analyzing >100 of internet-connected systems and detecting anomalous memory usage. Built related Sales Demo, still in use.

OTHER WORK EXPERIENCE

1-on-1 Tutor / Varsity Tutors / Portland, WA and San-Francisco, CA / 5/2018 – 9/2019

- + Taught, in-person, college level courses with grade improvement for all students and highly ranked customer experience.

Undergraduate Teaching Assistant / Lewis & Clark College, Physics Department / Portland, WA / 5/2018 – 9/2019

- + Recruited to grade & assist in class in Advanced Electricity & Magnetism, and Computational Physics courses.

INDEPENDENT PROJECTS

Automation Tool of Home Movie Library GUI / available on GitHub

- + Created personal media center solution with dashboard to locate & play movies; utilized Python3, PyQt, SQLite, Linux server and NAS. Utilized IMDb API to scrape movie data and pair it with local file metadata.

Ray Tracing 3D Engine / Final Project of Advanced Graphics

- + Rendered objects parametrically via ray tracing using C & X11, particle systems, and Blinn-Phong light reflection model.

AWARDS

- + William Putnam Mathematical Competition, the most prestigious mathematics competition in the world with >4000 participants. Scored **3 points**, while median score was 0 in 2018. Achievement recognized by Lewis & Clark College.

LEADERSHIP AND COMMUNITY

Programming Club, Co-President / Lewis & Clark College / Portland, OR / 1/2017 – 12/2018

- + Led and mentored teams in multiple inter-collegiate programming competitions, ranked 30 out of 200; ran two hackathons and kickstarted other CS related clubs.