

ATTRIBUTES

Technically skilled, and self-paced learner who enjoys learning new technologies and quickly adapts to changes. Excited, positive and motivated to be involved and get started.

EDUCATION

B. Tech in Information Technology | 2013-2017 | CPI 7.07/10

from Dharmsinh Desai University, Gujarat, India

High School HSC | 2011-2013 | Percentage: 80.61%

from New English School, Gujarat, India | Gujarat Sec. & Higher Sec. Education Board

Primary School SSC | 2010 – 2011 | Percentage: 85.20%

from English Teaching School, Gujarat, India | Gujarat Sec. & Higher Sec. Education Board

SKILL HIGHLIGHTS

Programming: Java, Android, C, C++

Knowledge Of: HTML, CSS, JavaScript, C#, Nvidia CUDA (Learning), WordPress, Arduino

Software Skills: Android Studio, Visual Studio, IntelliJ Idea, Git,
3dsMax, Vray, Photoshop, AfterEffects, Sketchup, AutoCAD

Familiar with: FumeFX, RayFire, Element3D, itoo Forest

Good at: Architectural Visualisation, Material Shaders, Texture maps & Lighting.

Platforms: Windows

Affection for: Games, making Gaming RIGs & computer hardware.

EXPERIENCE & KNOWLEDGE

Apr 2018 - Sept 2018 | Jr. Software Development Engineer

at Supplenta Informatics Pvt Ltd, Gandhinagar, India

- Worked on php, html, CSS, JavaScript, Java, SQL, python, Photoshop, Git
- Designed and developed Reports2Go website on WordPress platform.
- Worked on SEO, Google Analytics reports, Webmaster Tools.
- UI/UX designed for the new android app of Reports2Go.
- Developed & released Reports2Go android app from scratch:
 - having Audio Recording/Playing, Custom Camera, drawing on screen, Archiving Data, Downloading/Uploading Background Service, Google Maps API, Firebase Notification.
 - using Java, SQLite, Glide, Volley, Fotoapparat, XML Pull Parser, JSON.
 - wrote developer documentation for the app.

Part time

System Manager at S House Architects

Managed Windows based Computer Systems, upgrading Render Workstations, Gaming RIG's for better work experience on AutoCAD, 3d Modelling & Rendering Software.

3D Artist at S House Architects

Generated Realistic Architectural CGI Renders using various software and render engines.

Dec 2016 – May 2017 /Internship

Android Developer Intern at Silverwing Technologies, Ahmedabad, India

Learnt the process of Android app development and completed a project successfully on developing android app.

PROJECTS

ClipSync

July, 2018

Developed a common clipboard tool for Windows and Android platforms. User can copy and paste among cross-platform devices. It includes a Windows server Signal R application working on web-socket, a Windows client application and an Android client application.

Tools: *C# ,Signal R, Android Java*

Vray CUDA WireColorMask

May, 2017

Developed a Nvidia CUDA GPU based tool for separating objects mask colour from Vray Wire Colour Render Pass. Made CUDA Kernel and Parallel Pixel Manipulating program.

Tools: *C++ Nvidia CUDA, OpenCV*

Smart Door Lock System

December, 2016

This project was a part of my 7th semester academics aims at password protected door lock system using Android Smartphone application and Arduino Board via Bluetooth Connectivity. Programming done in Arduino C coding, Mechanism of Lock made for model presentation.

Tools: *C/C++ Arduino programming, Android Java*

Team: 2 (My role as Project Leader & Programmer)

Time: 4 months.

GUI File Manager

November, 2015

Implemented File Manager using Buttons as Graphical User Interface having basic features of File Management like creating, viewing, copying, renaming, deleting, listing of files and directories.

Tools: Intel Assembly using Turbo Assembler

Individually handled.

Time: 4 months.

ACHIEVEMENTS

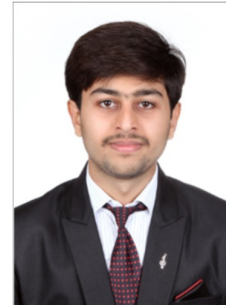
- Achieved **2nd position** in **Google-de-Scrutiny** conducted during Felicific (annual festival), March 2015 at *Dharmsinh Desai University*.
- Selected **2** of my **Sketches** in **STROKES**, an Online Fine Arts Competition during **Alma Fiesta 2015**, at *IIT Bhubaneshwar*.
- Published my sketches and art works in **DDUConnect**, a monthly magazine at *Dharmsinh Desai University*.
- Participated in numerous workshops which in turn helped me to enhance my capabilities.

PERSONAL VALUES & TRAITS

- Energetic, confident & infectious enthusiasm for technology.
- Research minded and good analyser.

PERSONAL INFORMATION

- **Name:** Pishangkumar Ujeniya
- **Gender:** Male
- **Date of Birth:** 14th September 1996
- **Nationality:** Indian
- **Languages:** English, Hindi, Gujarati.
- **Hobbies:** Graphic Designing, Gaming, Coding, Blogging, Photography & Editing, Sketching & Painting.



PROFILES

- LinkedIn: <https://www.linkedin.com/in/pishangujeniya/>
- GitHub: <https://github.com/pishangujeniya>
- Facebook: <https://www.facebook.com/pitbox>
- Email: pishangujeniya@outlook.com