

VIBHAV CHITALE

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PERSONAL STATEMENT

I am always ready to learn new things and enjoy challenges. I am a quick learner and can adapt easily. Hoping to find an exciting challenge and an opportunity where I can build and grow my skills and fulfill my potential.

WORK HISTORY

Chisel Cut Solutions

Pune, India
May 2016 - Oct 2016



Software Developer, Tech Lead

Startup company developing Augmented Reality (AR) applications for kids like AR coloring book, AR 3-D Puzzle, AR Flash Cards, AR T-shirt interactivity application

- Framework development using Vuforia SDK for Unity3d
- Augmented Reality application bundle development

Free-lancing

Mumbai, India
Aug 2015 -
Feb 2016



Indie Developer

Developed and released commercial game MoonWalker on Google Play store.

<https://play.google.com/store/apps/details?id=com.vibChitale.MoonWalker>

The Walt Disney India Ltd.

Mumbai, India
June 2015 -
Dec 2015



Game Programmer

Worked on Disney's commercial game release of ICC Pro Cricket 2015 for all devices.

iTunes: <https://itunes.apple.com/nz/app/icc-pro-cricket-2015/id930006203?mt=8>

- Implementing Free-to-play features
- Integration of third-party tools and plugins like Prime31, Etcetera
- UI redesign, animation and implementation with NGUI and optimization

QUALIFICATIONS

University of
Mumbai,
India
2010 - 2014



Bachelors of Engineering in Computers

Software Development, Algorithms, Data Structures, Artificial Intelligence, Robotics, System and Network Security, Software Architecture, Database Systems, Operating Systems, Web Development

Auckland University
of Technology
Auckland, New Zealand
Feb 2017 - Present



Post Graduate Diploma in Computer and Information Sciences

Artificial Intelligence, Machine Learning, Evolutionary Computing, Neural Networks, Data Mining, Computer Security, Neuro-Informatics, Bio-Informatics

PROJECTS

- **Intel Real-sense Camera** – Flight controller with hand gestures and movement tracking, Emotion detection from facial recognition, Individual finger tracking.
 - **Time Rewind System** – Time rewind system for 3D as well as 2D games with both 3D and 2D animation rewind support, physics rewind support, slow time support, custom time and time scale, infinite time rewinding.
 - **Godrej 3KS EVVA Display System** – Android application for efficient data management and cost-effective display solution for Godrej and Boyce Mfg. Ltd. for pin drilling lock system.
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TECHNICAL SKILLS

- C#, C++, JAVA, Julia, Lua, Python, Php, HTML5, SQL
 - Unity3d, Unreal, Flash, GameMaker
 - SFML, Love2d (Lua library), Pygame library
 - Jira, GitHub, Mantis, Perforce, Source Tree
 - Matlab, WEKA, RapidMiner
 - Photoshop, Paint, GIMP, Blender
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TECHNICAL RESEARCH

- **“Solving Time-Travel Paradoxes with Object-Oriented Design Paradigm”** – This technical report proposed a solution for time travel paradoxes like The Grandfather Paradox, Bootstrap Paradox involved with time travel to the past using object oriented design principles.
 - **“Authentication & Identification of individual subjects based on the EEG readings of brain data performing grasp and lift cognitive task”** – This paper proposed and explored the possibility of a new authentication scheme for security uses using a person’s brain data (EEG readings) as the authentication protocol.
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- **3-D Planet Generator** – Technical research on creating 3-D planets with different environmental conditions which affect and impact and provide a unique gameplay experience to the user.
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PRESENTATIONS

- Time Travel, 2011
 - Blood Diamonds, 2011
 - E-Waste, 2012
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PERSONAL SKILLS

Quick Learner

I am always looking to learn new things and can adapt easily

Leadership

Due to my experience as technical lead, I was able to develop my leadership skills as well as my personality

EXTRA-CURRICULAR ACTIVITIES

- **Publicity and Marketing** - For collegiate technical and cultural festivals “Abhyantriki”, “Symphony”, 2010 and 2011
 - **Event host and Anchor** – For annual residential society festival
 - **500m Dash** – Silver Medalist
 - **Science Quiz Competition** – 3rd Prize, 2008
 - **Science Project Competition, Aryabhata, participation, 2008**
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INTERESTS

- Game development, Artificial Intelligence
 - Novels, Manga, Anime, Cartoons
 - Football, Cricket
 - Poetry
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REFEREES

Mr. Kedar Kulkarni

C.E.O, Chisel Cut Solutions, Pune, India

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