# Aditya Balwani

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## EDUCATION

**STONY BROOK UNIVERSITY**
B.S. in Computer Science
Long Island, NY
Graduated December 2016
Cum. GPA: 3.4

**UDACITY**
VR Game Development Nanodegree
Machine Learning for Trading
Interactive 3D Graphics (WebGL)
Intro to Self Driving Cars

## LINKS

Github:// **SirKitboard**
LinkedIn:// **aditya-balwani**
Twitter:// **@SirKitb0ard**

## COURSEWORK

**UNDERGRADUATE**
Databases
Compilers
Systems Architecture
Game Dev
Computer Graphics
Scripting Languages
TA For Intro To Computer Science

## SKILLS

**PROGRAMMING**
Java:
Android • Spring • JDBC • Play
Python:
Flask • Django • Pyramid • Numpy • Matplotlib
Javascript:
React • TypeScript • Node • Redux • Flux
PHP:
Laravel
Databases:
MySQL • MongoDB • Postgres
BaaS:
FireBase • Parse
DevOps:
Unix • Bash • Digital Ocean • Azure • AWS

## LEADERSHIP

2015-2016 |President of Stony Brook Computing Society
2015-2016 | Head of Outreach at Unhackathon

## EXPERIENCE

**BUNCEE LLC** | Full Stack Engineer
January 2017 - Present | Long Island, NY
- Revamped how Notifications were stored and handled and added simplified Student-Teacher sharing and the ability to follow buncees and boards along with their respective notifications
- Migrated from Rackspace to AWS
- Created scripts to scale Digital Ocean servers based on server load
- Laid foundation for Creation v3 in React and Typescript
- Various other bug fixes and improvements

**APPNEXUS** | Software Engineer Intern • Transaction Logic Team
Summer 2016 | Manhattan, NY
- Via HackNY Fellowship Program
- Joined the team as they were doing a complete rewrite of the pricing logic
- Wrote a testing framework using Node (MochaJS, Chai) to compare results of new logic to the old and remove any discrepancies
- Implemented a pricing contract model called Group Contracts in C

**BUNCEE LLC** | Full Stack Engineer Intern
May 2015 - May 2016 • September 2016 - January 2017 | Long Island, NY
- Built Creation v2 using ReactJS and Backbone
- Built the API and Web Dashboard for the enterprise product, which then turned out to be so good that we migrated all users from the old product to a modified version of the enterprise product.

## PROJECTS

**TWITCH PLAYS POKEMON GO** | Crowd sourced Pokemon Go
Summer 2016 | Python Flask, Swift, Objective-C
- Used GPS Spoofing, Simulated touches and Twitch API on a Jailbroken iPhone
- Featured in The Verge, Polygon and Nintendo Everything

**NO S\*\*\*POSTS** | A Healthy Facebook feed
November 2016 | Javascript, NodeJS, Azure Emotion and Keyword Analysis
- Scraped Facebook posts as you scroll through your feed and replaced all posts that result in a negative emotion score with cute images related to keywords in the post
- Made at HackPrinceton Fall 2016

**WAT.GURU** | Improved communication during lectures
March 2017 | Javascript (ReactJS), Firebase
- Allow students to provide professors a live feed of their questions during a lecture.
- Professors can also see analysis on which keywords popup most frequently along with a graph of questions vs time so they can determine which sections students had the most trouble with.
- Made at NYUHacks Spring 2017

**KEYWORDS** | Online Multiplayer Codenames
March 2017 | TypeScript, ReactJS, Redux, NodeJS
- Online multiplayer version of popular board game Codenames
- Used Websockets for live communication between players and servers