

Avikant Saini

PROFILE

Multi-disciplinary product engineering professional with over five years of experience as a *software, web, and mobile developer, interface/experience designer*, with a passion for user-centric design, problem solving, learning, and innovating.

EXPERIENCE

SOFTWARE ENGINEER, STAKE PROPERTIES, UAE — 2021-

Mobile and Web UI Engineer. Responsibilities include developing user facing interfaces for making real-estate investments more accessible.

PRODUCT ENGINEER, YERADU LTD (STEALTH), UK — 2020-21

Full Stack Developer and Designer. Responsibilities include designing and developing an interconnected Staff and CYP management system for care homes, and managing junior developers.

PRODUCT ENGINEER AND DESIGNER, THINKERBELL LABS, INDIA — 2018-21

Full Stack Developer and Designer. Responsibilities include Annie learning ecosystem, analytics suite, interfacing with hardware and refreshable braille displays, live monitoring and RTC over internet, web and mobile development, devops, product design, marketing, presentations and media.

SOFTWARE ENGINEERING (INTERN), BLUESTONE, INDIA — 2018

React native and iOS developer. Experimented and developed prototypes for cross platform applications.

FULL STACK ENGINEER, BOUND, USA — 2017

Backend engineer, and mobile application developer. Worked on a real-time location based meet-up management system.

SOFTWARE ENGINEER, DIGITAL DHOBI, INDIA — 2016-17

Mobile developer and backend engineer for an online laundry management tool for laundry workers in and around Manipal.

EVENT HEAD, MUPY — 2016-17

Co-founded and organized a python developers conference at our university.

ORGANIZER, LUGM — 2014-17

Organized workshops on open source, development and tech as a part of Linux users' group. Handled development for university's tech and cultural festivals.

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EDUCATION

B.E. (Computer Science) – Manipal Institute of Technology (CG 3.5/4)

ISC (Hons.) (Sci/Math/Comp) – City Montessori School (96% avg.)

ADDITIONAL PROJECTS

Virtual Braille Typing (2020), Learn to type in braille within your browser.

ARSRP (2017), an augmented reality based mini-game made to test out the newest features of ARKit in iOS 11/Swift 3.

hello friend (2016), a Q/A intelligent assistant that operates through SMS; Made in less than 24 hours. (Top 10 teams at Microsoft's code.fun.do SHOWCASE, 2017)

ATV Series (2016), a native desktop application to manage a list of TV series, with tracking, reminders, and recommendations.

Samaritan (2016), an attempt to make an intelligent system with machine learning, voice recognition and natural language processing.

Meme Maker (2015), an open source application on iOS and macOS for generating "memes". Over 50k downloads.

Echo (2015), a music based chat application made at Microsoft's code.fun.do.

SKILLS

Product Engineering and Management – *Taking an idea to the market.*

Full Stack Modern Web Technologies – *React, Express, Node, MongoDB, Next, etc.*

Mobile Development – *iOS (Swift, Obj-C), Android (Java, Kotlin), React-Native, etc.*

User Interfacing and Experience – *Web and Mobile; Design and development for speciality accessible platforms like display-less refreshable braille displays.*

DevOps/Systems – *Database and cloud operations, server and application management, deployment.*

Hardware Interfacing – *IoT devices and networking*

Media – Photography (*Product, Event, etc.*), *Editing, Video, Presentations, etc.*

CONTACT

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