

Pratik Goswami

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<http://prtkgoswami.github.io> | [in linkedin.com/in/prtkgoswami](https://www.linkedin.com/in/prtkgoswami) | <https://github.com/prtkgoswami>

I am a Graduate Student, studying Computer Science, at University of Washington, Bothell. Looking for a Full-Time Opportunity in Software Development, Mobile Application Development or Web Development.

SKILLS

Languages

C++, Python, HTML5, CSS, JavaScript, JQuery, MySQL, C#. Some experience with Kotlin and Java.

Technologies

React.js, Node.js, Bootstrap, Tailwind CSS, Django, GraphQL, MongoDB, Android Studio, Unity Game Engine, Git, AWS Code Commit, Trello, Figma, Adobe XD, Photoshop, Soap UI, Postman, Linux, Windows.

WORK EXPERIENCE

IBM India Pvt. Ltd.

Oct 2016 – Feb 2019

Associate System Engineer (Application Developer)

- Developed & maintained over 15 integrations pertaining to SIM activation and customer reward functionality.
- Spearheaded the development of a solution to Automate Builds and Deploy executables using Jenkins, Soap UI, Apache Ant Scripts & Bash Scripts to improve deployment time by approximately 30 minutes.
- Oversaw the migration of over 30 integrations for Phase 1 of Production Server Version Upgrade.

EDUCATION

University of Washington - Bothell

Sept 2019 – Mar 2022

M.S. in Computer Science & Software Engineering – GPA: 3.74 / 4.0

(Expected)

Bothell, Washington, USA

Techno India, Saltlake

July 2012 – May 2016

B-Tech in Computer Science & Engineering

Kolkata, West Bengal, India

PROJECTS

- **Visual Therapy for Strabismus using Virtual Reality**
Developed 2 VR-based Vision Therapy tools for children diagnosed with Strabismus targeting Sensory and Motor Fusion using Virtual Reality to assist Dichoptic Binocular Vision. The tools are being created as a part of a larger toolkit using Unity Game Engine and C# on the Oculus Platform. The application is currently in process of starting Clinical Trials.
- **Task Board** (<https://github.com/prtkgoswami/taskboard>)
Productivity Manager built using the MERN (*MongoDB, Express.js, React.js and Node.js*) Stack with Tailwind CSS and GraphQL. Tasks can be noted and maintained throughout the lifetime of the Project.
- **Infiltration VR Game** (<https://prtkgoswami.itch.io/infiltration>)
Developed a short Virtual-Reality based game using Unity Game Engine and C#. The player's objective is to infiltrate the enemy base, disable guard robots and retrieve confidential documents.
- **Welcome Dashboard** (http://prtkgoswami.github.io/repo/resources/redirects/react_dashboard)
Developed a Dashboard using React JS, HTML, CSS and JavaScript. The Dashboard uses API calls to display an inspirational quote, a 5-day weather forecast and trending news.
- **Crypto Dashboard** (<https://crypto-tracker-dashboard.herokuapp.com/>)
Developed a Crypto-Currency Dashboard web app to track popular Crypto-Currencies from 2 API sources. These data are then analysed, and a recommendation is made to the user. The app uses a tech stack using Django and React.js.
- **Netflix Clone** (<https://netflix-clone-98ee0.web.app/>)
Designed a clone of the Netflix website using React.js hosted on Firebase.