

NEIL SARDESAI

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PROFILE

Computer engineering undergrad at The University of Texas at Austin with experience in software development, UI/UX design, and motion graphics design

COURSEWORK

- Intro to Computing
- Differential and Integral Calculus
- Intro to Embedded Systems
- Engineering Physics I
- Engineering Physics II
- Sequences, Series, and Multivariable Calculus
- Differential Equations
- Circuit Theory
- Software Design I
- Software Design II
- Linear Algebra
- Discrete Math
- Intro to Number Theory
- Digital Logic Design
- Algorithms
- Probability
- First Year Chinese I
- First Year Chinese II
- Second Year Chinese I
- Second Year Chinese II

INTERESTS

- Software development
- Game development
- UI/UX design
- Animation
- New technologies

WORK EXPERIENCE AND RELEVANT PROJECTS

Pandora Jun 2018 – Aug 2018
Mobile Software Engineering Intern

Implemented UI and designs for Snapchat sharing, custom share sheet, and other social features in Pandora's iOS app. Improved animations and fixed various UI bugs. Won first place in intern hackathon for synchronized lyrics prototype.

VMware May 2017 – Aug 2017
iOS Developer Intern

Developed and help design UI overhaul for email list view, fixed bugs, and wrote unit tests for VMware's Boxer iOS email app using Objective-C and Swift.

Apple Jan 2016 – Aug 2016
Software Engineering Intern

Developed iOS and macOS diagnostics apps using Objective-C and Swift for Apple Retail Stores. Primarily focused on redesigning Multi-Touch diagnostics UI for improved speed, accuracy, and user experience.

Self-Employed Mobile Application Developer 2014 – Present
Mobile Application Developer

Designed and developed a two-step verification app for iPhone and iPad called "Step Two". Uses CloudKit to sync data across devices. Created in Swift.

Designed and developed an app for iPhone, iPad, and Apple Watch called "Days Ago" that tells people how long it's been since important events occurred. Uses CloudKit to sync data across devices. Created in Objective-C and Swift.

Designed and developed an iPhone game called "Arial Attack" that challenges players to tell the typefaces Arial and Helvetica apart. Created in Swift.

Designed an iMessage sticker pack of cute, illustrated drinks called "Drink Buddies". Featured on the App Store's "Say It with a Sticker" collection in 2017 and the "Feeling Thirsty?" collection in 2018.

Designed and developed a 2D platformer game for iPhone called "Tap to Escape: A One Button Adventure" using GameMaker Studio.