NEEL MEHTA

Aspiring Computer Scientist
Honors Computer Science Student at the University of Waterloo

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EXPERIENCE

Co-Founder
Goodshows
March 2016 – Present | Mumbai, IN

- Goodshows is a premier social media platform for movie and television show discovery that has over 1500 monthly active users.
- Responsible for creating the Android app for the platform.

Android Intern
Crowdfire
June 2015 – July 2015 | Mumbai, IN

- Built Stats for Android: an app that lets Twitter users compare their Twitter stats with their competitors.
- Built from scratch using SQLite, Volley and MPAndroidChart.
- Other responsibilities included converting commonly used code (such as login pages) into libraries for internal use on various apps.

Developer
Taleport
June 2014 – July 2014 | London, UK - Worked Remotely

- Built a mobile app for Taleport, a web magazine. [Technologies: Android]

ACHIEVEMENTS

- Won 2nd place at HackWithIX (organised by IndexExchange) at the University of Toronto, for building an algorithm to optimise ad serving floor rates.
- Former Asian Record Holder for 2x2 Rubik's Cube single solve, 0.85s [May 2014 – July 2016]
- National Finalist, CL Young India Challenge [2013]

OTHER

- Resident at the Velocity Residence for entrepreneurs
- Founded the Mobile Development Club at Dhirubhai Ambani International School [2015 – 2016]
- Member, Ron Eydt Village ResCouncil [2016 – 2017]
- Prefect, Student Council [2010 – 2014]

SKILLS

Quick Learner | Persistent | Hardworking | Curious and Driven

Android | Python | Java | Node.js | Scikit-Learn | MongoDB | SQLite | Django

PROJECTS

- **Pathfinder**
  Developed a genetic algorithm to help users make the most efficient use of their day to finish tasks. The algorithm considers the location of the task to be finished, how long the task would take and by when the task had to be finished.
- **Floor-AL**
  Designed an algorithm in 36 hours based on Q learning to optimize floor rates for ad auctions. It was indicated that the algorithm might be experimented with internally at IndexExchange.
- **KinectWatch**
  A Kinect based application that enables users to play Overwatch using customisable gestures. It involved using the Kinect SDK, learning C# and was built in less that 36 hours at HackPrinceton.
- **RemindMe**
  An accessibility app built for early stage Alzheimer's patients to help them multitask, which addressed a common impediment experienced by patients at Hack4Health, organised by the Applied Health Sciences dept. at UWaterloo.
- **Tap That**
  An Android app that lets users show their support for their preferred candidate in the 2016 US Elections. It gathered over 1000 downloads and 1 million taps.
- **StudentFinder**
  A Java application for my high school that enables teachers to locate students during a school day by analysing the students' schedules.
- **TextLock**
  An Android app aimed at text encryption that uses my own encryption algorithm, a modified version of the Vigenère cipher.