

# amaan cheval

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[github.com/AmaanC](https://github.com/AmaanC)

[codepen.io/AmaanC](https://codepen.io/AmaanC)

## Skills

JavaScript | Python | C | Java | C++

## Education

Thakur College of Engineering,  
Mumbai University, '18  
Bachelor's in IT Engineering

R. D. National College,  
Mumbai University, '14  
Higher Secondary Certificate

## Online courses

Coursera  
Software Security, Nov '15  
Cryptography, Oct '15  
R Programming, Sept '15  
Machine Learning, June '14  
Learn to Program, Dec '12

MIT OpenCourseWare  
Multivariable Calculus, Feb '15

Yale  
Philosophy 110, Aug '15  
Psychology 110, June '15  
Game Theory, Dec '13

Duolingo  
German language (A1 level), ongoing

## Experience

### Phone to Chrome (May 2014)

An android app with 10K+ downloads that sends links from mobile devices to desktop browsers

- Developed a server site component, a Chrome extension, and the app using NodeJS, JavaScript and Cordova respectively
- Collaborated with a freelance designer to improve UX

### Turnometry (September 2015)

A reaction-based HTML5 action game with minimalistic graphics that won in the Top 50 in the JS13k Competition

- Made using JavaScript in under a week
- Compatible with both mobile and desktop browsers
- Made in less than 13kb including code, graphics, and music

### Music Recommender System (October 2015)

A web app that suggests music from a database using a collaborative-filtering algorithm

- Technologies used:
  - Server side: Python, Flask, PostgreSQL, scikit-learn, Pandas
  - Client side: HTML, CSS3, Bootstrap
- Won in the Top 5 at the college competition

### CodeHeads

Freelance game dev (December 2012 – June 2013)

- Programmed five HTML5 games: Christmas Collect, Feeding Farlo, I Eat Donuts, Pedestrians are Crossing, and Header Champ
- Games were programmed to run on both web and mobile, with complete touch integration

### Ousley Inc.

Freelance Programmer (July 2012 – August 2012)

- Worked on a children's game, Picnic Defender, which was to be integrated into an educational suite of games on iOS

### Space Burn (September 2014)

A 2D web action game that follows an astronaut as he mines asteroids in space

- Used creative game mechanics to offer a unique playing experience
- Used Browserify and GulpJS as build tools to keep the JavaScript code-base modular

### Cirplosion (November 2011)

An HTML5 remake of a Flash game for the Mozilla Dev Derby

- Won second runner up