# Dhaval Singh

dhavalsingh19@gmail.com | Portfolio | Bengaluru, India

#### **EDUCATION**

BITS Pilani - K.K Birla Goa Campus

M.Sc. Physics and B.E. Electronics And Instrumentation

Expected May 2020

St.Xaviers high school

Gujarat state board | 12<sup>TH</sup> GRADE | PERCENTILE: 93.45

Gujarat, India May 2014

Goa, India

St.Xaviers high school

Gujarat, India *Gujarat state board* | 10<sup>TH</sup> *GRADE* | *PERCENTILE*: 98.37

March 2012

**SKILLS** 

• Languages: C++, C, Java, Python, JavaScript, HTML5

· Technical Proficiency: Familiar with networking fundamentals, Spring Boot, ReactJS, Node, PostgreSQL, Cypress, Matlab, Git

#### EXPERIENCE

## eGoverments Foundation

Bengaluru, India

Aug 2019 - ongoing

Software Engineer - Microservices Intern

o Configuring Urban Municipal Websites: DIGIT is a comprehensive, state of the art Open-source, interoperable and scalable civic tech solution platform. Collaborated in a cross-functional Platform team by upgrading, maintaining and testing core web applications on both backend and frontend of the DIGIT platform based on Microservices software architecture, Java Spring Boot framework, Web Services, Restful web services, JDBC and PostgreSQL.

Vedanta Limited Orissa, India

Electronics Intern May 2017 - July 2017

• Programming PLC in IPP: Implemented optimization and protection in starting of Induction motor using Ladder logic and C programming for Programmable Logic Controller 's(PLC) of the Independent Power Plant.

# FCIPT, Institute of plasma research

Gujarat, India

Physics intern

August 2017

• BN/BNSiO2 sputtering yield shape profiles under stationary plasma thruster operating conditions: Assisted the research team in the experimental setup with a rotatable Quartz Crystal Microbalance(QCM) and helped validate results with the famous Sigmund, Zhang and Bohdansky sputtering theories.

## **PROJECTS**

- Personal Portfolio: I built my own Responsive webiste with ReactJS. The site content is passed in as JSON data, auto-generating components for easy maintenance.
- Object detection from Traffic Camera Videos: A probabilistic graphical model for object detection using Gaussian mixture model(GMM), Background isolation/foreground detection and Bob analysis to detect, track and count moving objects in traffic camera videos at 25fps.
- Use of computational Physics in determining Neutron stars as potential gravitational wave emitters.: RNS Code(in C) was used to solve the Tolman-Oppenheimer-Volkoff (TOV) equations and further used to construct models of non-rotating, relativistic, compact stars using tabulated equations of state which are supplied by the user.
- Spirit level reaction time tester: Implemented a working model of reaction time tester on Proteus Design Suite, working around mainly '8255 Programmable Peripheral Interface' and '8253 Programmable Interval Timer' with a 7 Segment Display.
- Proximity sensing intruder alarm system: This Project was implemented on Eagle and a PCB was developed and optimised, using IC NE555 and LM358 op-amp as primary components.
- Short Film "Perspective": Director and Writer of "Perspective", 3min-14sec Short film of genre (Thriller/Comedy).

## ADDITIONAL EXPERIENCE

- Successfully completed and acquired certification on Networking and Security by Nettech.
- Was Selected and successfully completed Googles Foobar challenge.
- Member of BITSKRIEG(Bits goa CTF team) and participated in multiple international cybersecurity and penetration testing competitions(Capture-the-Flag).
- Completed a 2 month online training program by QSTP(Quark summer technical program) in Ethical hacking and ranked First in the Ice-CTF organised by them.
- Headed a career counseling workshop for 3 days for the local kids on choosing future area of study and preparing for competitive exams as well as Olympiads at a rural village.

## HOBBIES

- Have been actively gaming for last 8-9 years, with active participation in game development.
- Co-author of a blog based on Film making and Reviews.
- Interested in PC Building, Fitness(Power-lifting), Film making and various aspects of interactive media.