

# PRATIK GOSWAMI

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## SKILLS

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<b>Programming</b>	Python, C++, C#
<b>Web Development</b>	HTML, CSS, JavaScript, TypeScript, Django, SQL, React.js, Node.js, Next.js
<b>Mobile Development</b>	Android Studio, Kotlin
<b>Tools</b>	Git, AWS CodeCommit, Trello, VS Code, Visual Studio, Soap UI, Postman, Figma, Linux, Windows, Adobe Photoshop

## WORK EXPERIENCE

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**TikTok Inc.** Jun 2022 - Present

### Software Engineer

- Worked as a Frontend Engineer to overhaul the user experience for Agencies to onboarding and manage their creators on the TikTok's MCN platform.
- Developed a platform to allow content creators to monetize their content in the form of a collection of videos or a series. The platform allowed users to create and manage their series, manage discounts and sales to name a few.

**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

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**University of Washington - Bothell**

Sept 2019 – Jun 2022

M.S. in Computer Science & Software Engineering

Bothell, Washington, USA

**Techno India, Saltlake**

July 2012 – May 2016

B-Tech in Computer Science & Engineering

Kolkata, West Bengal, India

## PROJECTS

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- **Visual Therapy for Strabismus using Virtual Reality**  
Developing 2 VR-based Vision Therapy tools for children suffering from Strabismus. Target 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.
- **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](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.
- **Mood Journal Application**  
Developing an Android app using Kotlin that aims at helping users log their daily moods/emotions with the context, self-reflect on the analysis of their journal entries to improve their overall emotional health, and provide valuable insight into the user's moods when consulting a professional.