Varun Bansal

25604 Lewis Way, Stevenson Ranch, CA 91381
Phone: 310-210-2179
Email: varun@varunbansal.info
Website: http://varunbansal.info
LinkedIn: https://www.linkedin.com/in/vbansal13

Objective

Seeking an iOS development position where I can utilize my deep application design and development expertise for building cutting edge mobile applications.

Summary

- 14+ years of application development experience using object oriented practices and Agile processes.
- 7+ years' experience in all phases of mobile app and game development, from collecting user requirements to delivering fully tested products.
- Led multiple mobile app development teams and launched 10+ iOS apps on App Store.
- Co-founder and CTO of multiple start-ups focused on social networking and software development.
- Experience in collaborative development using GitHub, JIRA among other tools.
- Passionate about helping start-up companies achieve explosive growth by overcoming complex technical and business challenges from innovation to finished product(s).

Skills

C, C++	**OpenGL, OpenGL ES**	**OGRE 3D**	**jQuery**
Objective C	**Qt5**	**Cocos2d-x**	**Agile Methods**
Swift	**QML**	**Unity3D**	**Node.js**
JavaScript	**iOS SDK**	**Xamarin**	**REST API**

Mobile App Development Contracts   *2009 to present*

Designed and implemented several mobile apps that are available for download on the App Store. A few of them are:

Promis

This app helps users achieve their goals by harnessing the power of social accountability.

- Led the development team while focusing on the architecture of key components to ensure application stability and performance.
- Implemented many of the core modules including fast search using Algolia, in-depth analysis using Segment.
- Was available on App Store: http://prom.is

Day of The Dead Me

Face Paint Me

These drag-and-drop style photo-editing apps allow users to decorate and transform a picture into a traditional Day of the Dead masterpiece or into a realistic looking painted face.

- *Was rated as best # 25 app on App Store under Photo editing category*.
- Day of The Dead Me on App Store: https://itunes.apple.com/us/app/day-of-the-dead-me/id563274732?mt=8
- Face Paint Me on App Store: https://itunes.apple.com/us/app/face-paint-me/id669691530?mt=8

DecorMate

This is a window designing app using which a user can apply various 3D window treatments, such as blinds, curtains and bows to the photo of a window.

- Implemented an iOS plugin that can import and render pre-designed 3D Studio Max treatments using OpenGL ES.

- Website: http://decormateapp.com

Employment History

Live Nation Entertainment, Inc, Los Angeles, CA

Lead Software Engineer   *2016 to present*

- o Responsible for leading B2B software development team of 8 engineers
- o Prototyped and then engineered the next generation ticket management SDK(Presence SDK - https://developer.ticketmaster.com/products-and-docs/sdks/presence-sdk/)

Scalable Network Technologies, Los Angeles, CA

GUI Architect   *2007 to 2016*

Projects:
- **Scenario Player:** A lightweight 3D application for visualizing large (10000+ devices) network scenarios in real time.
  - o Lead visualization & UI architect. Responsible for prototyping and designing a visualization platform.
  - o Designed and implemented the entire user interface using Qt5, OGRE 3D and MyGUI API.
- **Cyber-War Game:** A multi-player role-playing cyber war game.
  - o Designed a gaming framework that allows a player or a team to define mission and game strategies.
  - o Graphically visualize the network's cyber state from a team's perspective in both 2D and 3D views.
- **QualNet Architect:** A highly interactive network design and visualization application**.**
  - o Re-designed and developed the core visualization framework using Qt5 and OpenGL.
  - o Significantly improved performance (500%) using multi-threads and lockfree queues.

Favored.By, Los Angeles, CA

Co-founder and CTO   *2013 to 2015*

Favored.By is a start-up company focused on social networking and e-commerce in the mobile app space.
- Set the technical direction and vision of the company and designed the architecture of the Favored.By platform.
- Led a team of developers and designers to create a cutting edge mobile e-commerce platform.
- Streamlined backend pipeline by developing various content management and report generation tools.

MTree Software Limited, Noida, India

Senior Software Engineer   *2005 to 2007*

Projects:
- **Data Packet Analyzer:** Network analysis tool with 2D and 3D graphs.
  - o Designed and developed a graphical network packet analysis application using C++, Qt and OpenGL.
  - o As team lead, identified key sub-components and managed their implementation by the development team.
- **3D Terrain Rendering Engine**: A lightweight, highly efficient OpenGL based terrain display library.
  - o Designed and developed a terrain rendering engine for visualizing large and complex terrains.
  - o Developed parsers for different terrain file formats, such as DTED, DEM, XML shapes and 3DS.

Matrix Technologies Limited, Kolkata, India

Software Engineer   *2003 to 2005*

Projects:
- Developed a particle rendering engine specialized in generating particle effects, such as storm, snow and rain.
- Implemented a plug-in for 3D Studio Max 5.0 for exporting scene data into a custom file format.

Education

- Masters of Science in Computer Applications, DOEACC, India
- Bachelors of Science in Computer Applications, DOEACC, India