ANKIT MHATRE

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EDUCATION

Pace University, Seidenberg School of Computer Science and Information Systems   New York, NY
Master of Science (MS) in Computer Science | **Concentration:** Product Management   May 2024
Mumbai University, Ramrao Adik Institute of Technology   Mumbai, India
Bachelor of Engineering (BEng) in Computer Engineering   June 2018

TECHNICAL SKILLS & CERTIFICATIONS

Programming Languages: Kotlin, Swift, JavaScript, Java, C, SQL, JSON, CSS, XML, Python, Swift, HTML
Software Development Methodologies: Agile, Scrum, Waterfall, Software Development Lifecycle (SDLC)
Analytics & Project/Product Management Tools: Google Analytics, MS Excel, JIRA, GitLab, Google Ad Words, Data Analysis, BMC
Frameworks: NodeJS, React.js, Redux.js, Docker, React Route, React Native, MongoDB, MySQL, SQLite, Bash
Mobile Development: Reactive Android, Flutter, Android Studio, XCode, SwiftUI, MVVM, MVC, Common Design Patterns
Software / Tools: AWS, Figma, Git, RESTful Web Services, Microservices, Bootstrap, Linux, GitHub, Visual Studio Code, Postman
Certifications: Building a Product Roadmap, (Project Management Institute – PMI), Scrum Master (NASBA), LinkedIn Learning

PROJECTS

Olo, New York, NY, Product Development Engineer   January 2023 – May 2023
• Researched consumer behavior and analyzed Olo Borderless platform impact, leading to a 20% satisfaction boost.
• Planned a product roadmap in three phases: Discovery, Feature Identification, and Design Concept, based on user preferences.
• Identified key insights showing a 30% increase in customer retention due to seamless digital ordering experiences for app exclusive restaurant orders.

Snacko.Health, New York, NY, Full Stack Engineer   August 2022 – December 2022
• Conducted research and user analysis to create a user centric product, generating feedback from 3.9 million MongoDB products.
• Optimized team communication via Slack, increasing productivity by 20% for the development and launch of the mobile app.
• Crafted Figma mobile mockups for both Android and iOS platforms increasing navigation CSAT scores by 40% (2 units).
• Enabled meal planning and progress tracking in the app, leading to 40% increase in user engagement and a 25% boost in retention.

EXPERIENCE

Testbuzz.in, Mumbai, India, Co-Founder & Product Manager   April 2020 – November 2021
• Deployed a cutting-edge Flutter app along with React for Web, MongoDB, Node.js, Docker for real-time test grading online.
• Drafted a strategic business model canvas outlining project timelines and cost benefit analysis, using MS Excel, BMC and Notion.
• Supervised interns, maintained communication with stakeholders, fostering a collaborative and productive work environment.
• Executed a strategic digital marketing campaign using Facebook Ads manager within a Rs. 5200 budgets. Resulted in 251 user onboarding with 7 completed tests, averaging Rs. 743 per test.

Jio Tesseract Imaging Limited, Mumbai, India, Software Engineer   December 2019 – April 2020
• Created a video compression platform using FFMPEG, compressing file size by 38% using HLS streaming and Celery worker.
• Engineered and developed a remote assistance for video calling and an orientation SDK with a frame rate of 71FPS.
• Built an App store website using React.js for developers to upload Mixed Reality applications reducing distribution time by 1 hour.

1337Lab, LLC, Mumbai, Mobile Application Developer Consultant   January 2019 – December 2019
• Built cutting-edge mobile app with React Native, integrating air quality sensors via MQTT and Nordic hardware boards for IoT.
• Enhanced system efficiency by streamlining data telemetry processes, reducing data latency from 7 seconds to 1 second for VOIP.
• Implemented cost-effective GSM/VOIP app across 29+ international locations, providing seamless communication at reduced price

VOLUNTEERING/LEADERSHIP

Computer Society of India - RAIT, Head of Design   January 2016 – August 2018
• Led team of five to design newsletter, departmental magazine, & promotional materials using Adobe XD & InDesign.

PUBLICATIONS

Interactive Physiotherapy, Int'l Journal of Advanced Research, Ideas & Innovations in Technology   January 2018
• Developed physiotherapy system using Unity5 & Microsoft Kinect v2.0, enabling cameras to track users' physical exercises & send data to physicians, allowing for collaborative physical therapy & increasing user participation by 43%.