APOORV MALIK

(541)-250-7410 • 1998apoorvmalik@gmail.com • linkedin.com/in/apoorv-malik-a7676916a/ • github.com/1998apoorvmalik

SKILLS

- **Languages & Tools -** C++, Python, Dart, C#, C, HTML, CSS, JS, EJS, TensorFlow & Keras, Scikit-Learn, OpenCV, Flask, Node.js, Express, jQuery, Bootstrap, MongoDB, Docker, Flutter, Firebase, Unity, OpenGL, Figma, Git/GitHub, Linux/Bash
- **CS Fields & Related Interests -** Software Development (Mobile, Desktop and Web), Machine Learning & AI, Computer Vision, Data Structures & Algorithms, Computer Graphics & Game Development, UI/UX Design, Leetcode

EDUCATION

Oregon State University — **Corvallis, OR, USA**
Master of Science (MS) in Computer Science (GPA = 3.91) — *September 2022 – Present*

Maharshi Dayanand University — **Rohtak, HR, India**
Bachelor of Technology (BTech) in Computer Science & Engineering — *September 2016 – September 2020*

PROFESSIONAL EXPERIENCE

Dept. of Computer Science at Oregon State University — **Corvallis, OR, USA**
Research Assistant, mentored by Prof. Liang Huang — *December 2022 – Present*

- Maintain and develop 5 web servers that host algorithms developed by the research team.
- Refactor codebases, and collaborate with the research team to optimize algorithms for performance and scalability.
- Contribute to publications in Computer Science conferences and journals. 4th author of one research paper.

Marj Technologies — **Noida, UP, India**
Software Development & Machine Learning Engineer — *January 2020 - August 2022*

- Developed 3 IoT-based full-stack Industrial Automation and Quality Control applications for Non-Contact Dimensional Inspection, OCR, Parameter-based PA check, Object Classification, Quality Inspection, and Bar & QR code scanning.
- Contributed to the startup's seed funding of $328K and helped achieve a valuation of $3.7M by completing 4 projects for multiple clients of Marj (Ask Fras-le Friction, Minda Group, Samsung India, and JBM).
- Interviewed 30+ job applicants for AI & Software Development positions and further built & managed the core team of 8 developers for product development.
- Developed and maintained software development policies and procedures to ensure project quality and compliance with industry standards, and implemented agile development methodologies, such as Scrum, to improve team efficiency.
- Led cross-functional teams of developers to deliver software projects on-time and within budget, provided mentorship to 3 junior developers to improve their skills, and motivated team members to achieve common goals.

PROFESSIONAL DEVELOPMENT

Udemy - 2021 Flutter Development Bootcamp (Certificate) — *January 2022*

- Acquired knowledge of best practices for designing and structuring Flutter apps, such as using widgets, streams, and asynchronous programming. Hands-on experience building user interfaces, integrating with APIs and databases.
- Understanding of how to build responsive and adaptive layouts using different screen sizes, orientations, and resolutions. Familiarity with best practices, testing, debugging, and common plugins/packages (e.g. Firebase) used in Flutter development.

Udacity - Artificial Intelligence Nanodegree (GitHub • Certificate) — *June 2020*

- Understanding of core AI concepts like search algorithms, constraint satisfaction, classical planning, Bayesian networks.
- Understanding of key mathematical concepts in AI, and hands-on practice of applying AI techniques to real-world problems.

Udacity - Machine Learning Engineer Nanodegree (GitHub • Certificate) — *August 2019*

- Understanding of the core concepts and techniques of machine learning, such as supervised, unsupervised, deep and reinforcement learning, neural networks, model evaluation, optimization, regularization, cross-validation, and more.
- Gained experience working with machine learning libraries and frameworks such as scikit-learn, TensorFlow, and Keras.

PROJECTS

- **Machine Learning Engineer Capstone Project**: Inspired by game playing agents, developed an algorithm for training an Al agent using deep reinforcement learning to beat the game of Atari Breakout. (GitHub)
- **Teachable Image Classifier**: Similar to Google's teachable machine, this project provides a visual interface for training Deep Learning models by allowing users to create classes, add image samples, and set training parameters. (GitHub)
- **Ask Fras-Le Friction PVT. LTD:** Created an application to perform dimensional analysis and classification of brake liners. Multiple vision cameras above the conveyor line calculate the dimensions of an incoming part, which is then further analyzed to classify it as ok or not good (based on some tolerance level).

VOLUNTEER EXPERIENCE

- **Explore ML DSC Facilitator:** Conducted 5 workshops in my undergrad university to introduce and teach Machine Learning. Explore ML is a Google sponsored program for university students to get started with ML. (Certificate)
- **Vedic Life Foundation (NGO):** Developed a mobile application (iOS & Android) to teach meditation, enroll members, and record meditative sessions. It features a social-media to share thoughts, ask questions, and share meditation progress.