# Amey Avinash Tarfe

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## EDUCATION

- **Indiana University Bloomington** Bloomington, IN
  *Master of Science in Computer Science; GPA: 3.6* *Aug. 2018 – May. 2020*

- **Mumbai Univesity** Mumbai, India
  *Bachelor of Computer Engineering; GPA: 3.3* *Aug. 2014 – May. 2018*

## TECHNICAL SKILLS

- **Languages**: Java, Python, C++, C
- **Web Technologies**: HTML, CSS, JavaScript, PHP, SQL, jQuery, NodeJS, XML
- **Frameworks and Paradigms**: React, Angular, Bootstrap, Sass, REST API, Spring Framework, Object-oriented Programming, Design Patterns, Micro-services architecture and Agile Methodology
- **DevOps and Productivity Tools**: AWS, Jenkins, Docker, Kubernetes, RabbitMQ, Tableau, Git, JIRA, Confluence, Slack, Eclipse IDE

## PROFESSIONAL EXPERIENCE

- **Serve IT Clinic** Bloomington, IN
  *Graduate Assistant* *Aug 2019 - May 2020*
  - **Graduate Supervisor**: Working with multiple web project teams comprised of undergraduate capstone interns to guide them in building interactive websites for non-profits in and around Bloomington maintaining the message of Serve IT. Mentor the interns with leadership skills and help with client communication.

- **Jawaharlal Nehru Port Trust** Navi Mumbai, India
  *Software Trainee* *Dec 2016 - Jan 2017*
  - **Container tracking**: Worked to create a simple website for the container tracking system using HTML, CSS and JavaScript for front-end and PHP, MySQL for back-end and database respectively.

## PROJECTS

- **2019**

  - **Stint**: Designed and developed a Trello-like application for managing projects as well as daily chores. Built using React, Flask and Android. This application lets you create swimlanes for different kinds of tasks, which one can drag and drop within the lanes. Also, the user gets notified depending upon the deadline set.
  - **Atari GameMaker**: A User interactive Java application used for building Atari games such as Breakout, Space Invaders, Frogger, Centipede, etc. Built with the help of Strategy, Observer and Composite Design Patterns.
  - **Utopia**: A music streaming application built on top of Spotify API which recommends songs based on User's history and sentiment analysis of local news. Developed the micro-services using NodeJS, Golang, Flask and Ruby on Rails with ReactJS and CI/CD using Jenkins. Deployed on JetStream Cloud with two replicas. Dockerized containers and used Kubernetes as an orchestration tool achieving high availability, high scalability, load balancing and fault tolerance.
  - **Xinu**: Created commands such as run and prodcons in Xinu Operating system using C. Implemented a stream processing system that accepts data and dispatches it to the worker threads to perform computation. Developed system calls that are required in Futures in Xinu. Designed core system calls such as create, open, close, seek, read and write to interact with the file system.

- **2018**

  - **VetPet**: A one-stop shop web application for pet owners to get there jobs done, including scheduling appointments with the vets in the vicinity, buying affordable insurances, chatting with the vets and the insurance providers for support and few more. Used HTML, CSS, ReactJS, AJAX, SQL and deployed on AWS. Progressed through the project in a team of four in five sprints following Agile methodology.
  - **Artificial Intelligence**: Worked on developing a 16-puzzle game solver using the Manhattan distances heuristic in Python. Developed a classifier in Python to classify the correct orientation of images from the given dataset. Used K-Nearest Neighbour algorithm for correct prediction and achieved 67 percent accuracy.