

# Amey Avinash Tarfe

1750 N Range Road, Apt. C-101, Bloomington, IN

Email : atarfe@iu.edu

Mobile : +1-812-606-9751

## EDUCATION

---

- **Indiana University Bloomington** Bloomington, IN  
*Master of Science in Computer Science; GPA: 3.52* *Aug. 2018 – May. 2020*
- **Mumbai Univesity** Mumbai, India  
*Bachelor of Computer Engineering; GPA: 3.33* *Aug. 2014 – May. 2018*

## TECHNICAL SKILLS

---

- **Languages:** Java, Python, C, PHP, SQL
- **Web Technologies:** HTML, CSS, JavaScript, SpringBoot, jQuery, Bootstrap, ReactJS, NodeJS, , Angular, React Native, XML
- **Frameworks and Paradigms:** 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 - Present*
  - **Graduate Supervisor:** Oversaw clinic and client teams by monitoring weekly meetings, workshops, and work sessions held by undergraduate capstone interns. Guide the interns with leadership skills and help with client communication.
  - **Team Lead:** Worked as a team lead for a web project called Mark IT for a local non-profit market. Maintain the message of the clinic by acting as a design and technical mentor for the Bloomington non-profit community.
- **Jawaharlal Nehru Port Trust** Navi Mumbai, India  
*Software Trainee* *Dec 2016 - Jan 2017*
  - **Container tracking:** Worked to create a back-end for the container tracking system. Developed plugins for Wordpress.

## PROJECTS

---

- **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.
- **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. Developed the app using 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:** Coded 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.