ABHAY VARSHNEY

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EDUCATION

Santa Clara University Expected Graduation: March 2019

Bachelor of Science in Computer Science and Mathematics; GPA: 3.53

TECHNICAL SKILLS

Machine Learning: Scikit-Learn, Python, Decision Tree
Languages: Java, JavaScript ES6, Golang, Node.js, HTML5, CSS3
Frameworks + Libraries: Chai.js, React.js, React Native, jQuery, Polymer.js, Selenium, Frisby
Technologies + Tools: Postman, Bash/Git, Firebase, Elastic Search, Algolia, Chrome DevTools, JIRA
Selected Coursework: Artificial Intelligence, Algorithms, Discrete Math, Object-Oriented Programming, Computer Networks, Statistics, Embedded Systems, Linear Algebra, Operating Systems

INDUSTRY EXPERIENCE

Hewlett Packard Enterprise June 2018 - Present
Software Developer Intern

- Developed automation framework for the HPE 3PAR Storage Management Console web application.
- Formed test case scripts to perform back-end verification using Command Line Interface calls.
- Developed end-to-end UI automation framework using Selenium object model.
- Implemented services to make RESTful calls to GoLang endpoints.

Realtor.com July 2017 – Sept 2017
Software Engineer Intern July 2016 – Sept 2016

- Responsible for completing an overhaul of testing services for Mobile API.
- Developed Service Registrar using Elastic Search & displayed property search listing results using React.js.
- Co-authored API-Version-Compare algorithms using Node.js to optimize property search results by 30%.
- Augmented data verification services for housing properties using Chai.js assertion library.
- Wrote comprehensive collection of test cases to reduce production errors from 20% to 5%.

TechLab Education June 2015 – Aug 2015
Software Engineer Intern & Instructor

- Conducted various programming classes teaching teens & children how to code (Web Development & IOT).
- Redesigned the CS curriculum by integrating Pythonroom & worked on an aquaponics system.

PERSONAL PORTFOLIO

NCAA Bracket Predictor – ML App https://github.com/AbhayVarshney/ncaa-basketball-predictor

- A basketball simulator that uses Machine Learning to predict which basketball team wins a matchup.
- Calculates Elo ranking for each team & feeds to Logistic Regression Model in order to predict NCAA games based off previous regular season games.
- Successfully predicted 68% of wins in 2017 NCAA Tournament.
- Implemented using *Python & Scikit-Learn*.

Vibe - Mobile App https://github.com/project-vibe

- A social media application for students to plan impromptu local activities amongst their friends.
- Implemented using *React Native, Algolia Search, Node.js, & Firebase*.

TimeM - Web App https://github.com/project-vibe

- An intelligent time management application that analyzes user's web activity to output total time spent on social media & suggests techniques in order to increase a user's sleep time.
- Implemented using *HTML5, JavaScript, CSS3, Polymer.js, Parse, IonIcons, & Chrome Extension*.