ADARSH VIJAYAKUMAR

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SUMMARY

Exceptionally accomplished and skilled software Developer with a zest for a challenging work environment with high degree of responsibility. Proven record of successful work both independently and as a team member. Highly flexible in adjusting work place to meet evolving client needs.

CORE COMPETENCIES

- Cloud Technologies
- Software System Architecture
- Web Applications
- Artificial Intelligence
- Data Mining
- Machine Learning

EDUCATION

Illinois Institute of Technology (IIT), Masters in Computer Science - (Expected May 2020)| **3.66 GPA**
Visvesvaraya Technological University (VTU), Bachelor of Engineering in Computer Science, 2016 | 67% Aggregate

TECHNICAL SKILLS

Programming Languages	Python, C, C++, Java, C#
Web Technologies	HTML, CSS, Bootstrap, Perl, JavaScript, AJAX, Servlet
Databases	MS-SQL Server 2005, SQL, Oracle
Development Tools	Git, Big Data sets, Apache Hadoop, Hive, Spark
IDE/frameworks	Eclipse, Intellij IDEA, VM Ware, MS Visual Studio, Pycharm
Operating Systems	LINUX, Mac OS, Windows up-to 10, UNIX, Android, iOS

ACADEMIC PROJECTS

HIRED:(Java servlets,mySQL,mongoDB,Python,HTML)(social & professional networking web application) 2019

A web-based enterprise application similar to LinkedIn and Twitter. Different user roles – applicant, recruiter and admin – are implemented to perform functionalities like add, update, delete the job postings, view, apply and withdraw a job application and many other. CRUD operations are performed in mySQL and reviews of the job postings are handled through NoSQL database mongoDB. Twitter data is fetched in real time through twitter API to show the network connection graph. AJAX is used in search auto-complete feature.

Design of Vending Machine Components Using Model Driven Architecture (MDA): (Java) 2019

MDA-EFSM model is used to show the virtual working of 2 vending machine components. The software design patterns used: State pattern, Abstract Factory pattern and Strategy pattern.

Gesture Recognition for Interactive Systems: (C#) 2016

Using Microsoft Kinect v2 sensor, entire mouse functionalities are implemented by free hand gestures made by an authenticated user, and Face Recognition Technique is used for authenticating users. Extended the project to control the multi-media and presentation functionalities through free hand gestures. The project also received 3rd place in the college level Technical Project Exhibition.

RESEARCH EXPERIENCE

- Published a research paper titled "Gesture Recognition for Interactive Systems Using Kinect V2" in journal IJIRCCE (Impact Factor 5.618) – **International Publication 2016**
- Research Paper – Privacy Protection in Big Data Environment: A Technological Perspective and Review, - IIT
- Prepared and presented a Technical Seminar titled "Virtual Reality Enabled Scientific Visualization – Using Zspace Technology" – VTU

OTHERS

- Analytical Skills, Consistent Problem-Solving, Parallel & Distributed Processing, Big Data Technologies
- High Quality and clean code, excellent communication skills, Appetite to learn and desire to improve
- Thoughtful listener, fast learner, self-motivated, self-aware and self-disciplined.