ADITYA KALYAN JAYANTI

aj8582@rit.edu
aditya9517.github.io/
585-351-7855
https://www.linkedin.com/in/aditya-kalyan/
https://github.com/Aditya9517

Graduate student in Computer Science, seeking internship/co-op opportunities starting January 2019.

Skills

LANGUAGES
Python
Java
C/C++
R

DATABASE
SQL Server
MySQL
CouchDB
H2 Database Engine

WEB DEVELOPMENT
HTML5
CSS
Javascript

OPERATING SYSTEM
MacOs
Linux (Ubuntu)
Windows

SOURCE CONTROL
Github

TOOLS
VMWare Fusion
Microsoft Office Suite
Rattle
Latex

CERTIFICATIONS
Machine Learning
VTC Online Training on Ethical Hacking
NIIT C, C++ & Data Structures
Computer Society of India (CSI)

Education

Rochester Institute of Technology Aug. 2017 to Dec. 2019
Master of Science, Computer Science
GPA: 3.2/4.0
Coursework: Advanced Object-Oriented Programming, Computational Problem Solving, Introduction to Big Data, Algorithms, Big Data Analytics, Intelligent Systems, Database System Implementation.

RNS Institute of Technology July 2013 to July 2017
Bachelor of Engineering, Computer Science
Graduated with Distinction
Coursework: Data Structures with C, Object Oriented Programming with C++, Design and Analysis of Algorithms, Unix & Shell Programming, Operating Systems, Database Management Systems, Computer Networks, Information Network Security, Software Architecture.

Projects

Analytics Aug. 2018 to Current
Skills used: Python, Numpy, Pandas, Scikit-learn, Matplotlib
- Implemented Otsu's method for 1D clustering of vehicle speeds.
- Built a 1D classifier to maximize public safety & maximize trust for a data of vehicle speeds.

Exploratory Analysis of European Soccer Mar. 2017 to May 2018
Skills used: R, Rattle, SQL, SQL Server Management System
- The soccer database in SQLite was migrated to R/Rattle and Microsoft SSMS to perform data cleaning, transformation, visualization, and to perform the predictive analysis resulting in predicting the player position based on his ratings.
- The insights obtained from the predictive analysis were used in selecting teams for the Fantasy Premier leagues of selected countries with an average accuracy of 80%.

Advanced Object-Oriented Programming Sept. 2017 to Dec. 2017
Skills used: Java
- Implemented Unix *find* command using Java.
- Built a java program to simulate a game Vanishing of the Trolls based on multi-threading & thread synchronization in Java.
- Implemented a client-server approach for the Hangman game.

Internet Of Things for Smart Cities Jan. 2017 to Apr. 2017
Skills used: JavaScript, Node-Red, JSON, IBM Bluemix
- Developed a system which manipulates sensor data into visualized applications.
- I developed an application which provides smart solutions to management of waste, reduce traffic congestion & make accurate weather predictions.

Pac Bounce Mar. 2016 to Apr. 2016
Skills used: OpenGL, C++, Linux
- Designed and developed an update to the classic Pac-man game to work in a virtual 3D environment.

Home Automation Module Jan. 2016 to Jan. 2016
- Built a home automation module based on Internet of Things to use a WiFi-module to control basic electrical appliances & access social networking sites through one-touch buttons.

Awards

Rochester Institute of Technology · Graduate Scholarship May 2018
Obtained a 20% Graduate Scholarship

RNS Institute of Technology · Top 10 Project May 2017
Top 10 among 40 groups in the Department Of Computer Science.
Final undergraduate project based on 'Internet of Things for Smart Cities'.

Activities

Line Follower Robot Competition
- Built a line follower sensor robot using Embedded C in a competition to tackle complex turns and achieve greater accuracy.