Akshay Agarwal

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Summary	Detail-oriented Software Developer with high levels of creativity and a strong foundation in Data Structures and Algorithms. Passionate about Programming, Machine Learning and Data Science.

Education

Masters in Software Engineering
San Jose State University, Fall 2016 - May 2018(**CG 3.7/4.0**)

B.Tech in Computer Science and Engineering
GMR Institute of Technology, 2009 - 2013 (**CG 3.5/4.0**)

Skill Set

Programming:	Python,JAVA, Objective C, C
Databases:	MySQL, MongoDB
Web Technologies:	ReactJS, Redux, HTML5, CSS, JavaScript, Node.js, Bootstrap
Cloud Technologies:	AWS, IBM BlueMix
Dev Tools:	Eclipse, IntelliJ, Git
Testing Tools:	Saucelabs,Selenium, Appium, JIRA, Perfecto, Mocha & J-meter
Other:	Docker,Linux, Android, Scrum

Experience

Teaching Assistant San Jose State University   **Aug 2017 - Present**
- Taught & evaluated a class of 50 students on C programming, Arduino & MATLAB

Software Engineering Intern, Facebook   **Jun 2017 - Aug 2017**
- Designed and Developed an API for the internal Facebook app in that helps in converting Speech to Text, that can be used by developers to embed Speech to Text API in their application. Created an iOS app to test the Speech to Text API using Objective C & integrated the app with Facebook Infrastructure.

Software Engineer, Accenture   **Jan 2014 - July 2016**
- Worked as an off-shore Test Lead on multiple projects to ensure high quality of work is being delivered to the client.Developed Test suite in Selenium & Appium for multiple projects and received client appreciation for the quality work.

Software Engineer Intern, Genpact   **Jun 2017 - Aug 2017**
- Designed, developed & maintained the dynamic web pages using HTML, CSS & JavaScript for client's web application.Improved product functionality by revamping the user-interface. Participated in code reviews and delivered features with unit tests.

Academic Projects

Kayak Prototype
- Developed an online marketplace application similar to Kayak. The application is a MERN stack application with use of technologies like Kafka, Redis, JMeter & Mocha.
- Built analytics dashboard for real-time user tracking & analytics, using react-chart2 JS.

VR Bowling
- Developed 'Rock & Bowl', a Unity Application for 10 pin bowling in C#.The game was developed for playing on HTC Vive.

BloodLine
- Developed a Node.js application that tracks blood donation using 'BlockChain'.This was built on Hyperledger using IBM's Chaincode.

Mobile Sensor Cloud Infrastructure as a Service
- Developed a Mobile Sensor Iaas using AWS, MySQL, HTML, CSS.Comprised cloud components like Scalability & Load-balancing

Battleship(Game)
- A rich-UI multi-player game based on binary Search using Java in Greenfoot.
- The team followed Scrum and Kanban practices during the development

Marks Management System
- An web application to track Marks of a student using HTML, CSS, Bootstrap, Java Script and MySQL.

Hobby Projects

Google Home Voice Control
- Built a smart home application using Google home and Raspberry Pi.
- Google home will perform voice commands from user & perform actions.

Other

3rd Prize in Silicon Valley TOPCIT exam.
Events Co-ordinator at ISO SJSU
Accenture Delivery week Technology Quiz and Presentation **Champion**(Pan-India)