Aravind Vasudevan

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Education

Carnegie Mellon University *Pittsburgh, PA*
Master of Software Engineering – Scalable Systems (ongoing) *December 2020*

Anna University *Chennai, India*
Bachelor of Engineering – Computer Science *May 2018*
CGPA: 7.33 / 10

Experience

Zoho Corporation *Chennai, India*
Member Technical Staff *June 2018 - May 2019*
Implemented frameworks and libraries that break down inter-dependencies between features and aids in migrating to a microservice-based architecture. Introduced various design strategies such as aspect-oriented programming, reactive programming, and observable based runtime method calling interface.

Zoho Corporation *Chennai, India*
Project Trainee *December 2017 - March 2018*
Decoupled features of a monolithic application into libraries and services. Built tools that automated repetitive jobs in the process. Redesigned various components in the enterprise level application.

Tata Consultancy Services *Chennai, India*
Project Intern *June 2017 - July 2017*
Built a chatbot that saves user time from navigating through a long set of menus and options to access work-related data. Developed microservices using docker and interfaced it with the main application using REST API.

Skills

Front End Angular, JQuery, SCSS, Handlebars, AFrame (WebVR), Electron, Ionic.
Back End Struts, Spring, AspectJ, Express.js, PHP, Flask, Docker.
Database MySQL, MongoDB, Redis.
Machine Learning Scikit-learn, Keras, tensorflow, R.
Programming Languages Java, Node.js, Python, C, C++, Go, Typescript, Shell Scripting.
Other Technologies Git, Mercurial, Maven, Ant, Latex.

Academic Projects

Yabber *Anna University*
A real-time web-based chat application built using MEAN stack. Used MongoDB with Mongoose ODM for persistence and schema definition. Used Redis for caching and session storage.

Defect Predictor *Anna University*
A machine learning tool that predicts the number of bugs that might occur when that project is completed using various statistical data from the previous projects that the teams worked.

2048 AI *Anna University*
An AI solver for the game 2048. Built using expectimax algorithm with a depth limit of 5 and a heuristic function to compute the best move.

Gesture Glove *Anna University*
The glove aids speech impaired people with the ability to communicate through hand gestures. This is achieved by capturing the hand gesture using bend sensors and accelerometers and mapping a spoken sound signal to it. The project received $1100 funding from the Department of Science and Technology (Govt. of India) under the banner of Innovation and Entrepreneurship Development Cell.

Lendr *Anna University*
A hybrid-mobile application that facilitates lending-borrowing of everyday commodities around the neighborhood. Implemented the backend of the application using python and flask.