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*

Coursework

Methods: Deciding What to Design, Models of Software Systems, Managing Software Development, Introduction to Machine Learning, Design and Analysis of Algorithms, Object Oriented Analysis & Design, Introduction to Computer Systems.

Experience

Zoho Corporation   *Chennai, India*
Member Technical Staff   *June 2018 - May 2019*

- Implemented frameworks and libraries that break down inter-dependencies between features.

- Introduced various design strategies such as aspect-oriented programming, reactive programming.

Zoho Corporation   *Chennai, India*
Project Trainee   *December 2017 - March 2018*

- Implemented frameworks and libraries that break down inter-dependencies between features.

- Introduced various design strategies such as aspect-oriented programming, reactive programming.

Tata Consultancy Services   *Chennai, India*
Project Intern   *June 2017 - July 2017*

- Implemented frameworks and libraries that break down inter-dependencies between features.

- Introduced various design strategies such as aspect-oriented programming, reactive programming.

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.

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.