

ARAVIND VASUDEVAN

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Education

Carnegie Mellon University

Master of Software Engineering – Scalable Systems (ongoing)

Pittsburgh, PA

December 2020

Anna University

Bachelor of Engineering – Computer Science

CGPA: 7.33 / 10

Chennai, India

May 2018

Experience

Zoho Corporation

Member Technical Staff

Implemented frameworks and libraries that break down inter-dependencies between features and aided 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](#).

Chennai, India

June 2018 - May 2019

Zoho Corporation

Project Trainee

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.

Chennai, India

December 2017 - March 2018

Tata Consultancy Services

Project Intern

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.

Chennai, India

June 2017 - July 2017

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

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 storing.

Anna University

Defect Predictor

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.

Anna University

2048 AI

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.

Anna University

Gesture Glove

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 recieved \$1100 funding from the Department of Science and Technology (Govt. of India) under the banner of Innovation and Entrepreneurship Development Cell.

Anna University

Lendr

A hybrid-mobile application that facilitates lending-borrowing of everyday commodities around the neighborhood. Worked on the backend of the application using [python and flask](#).

Anna University