Sandesh Shantaram Gawde

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EDUCATION

University of Maryland, College Park **GPA - 4.0/4.0** **College Park, MD**
Masters of Science, Engineering Telecommunications **Anticipated- May 2018**
Coursework: Advance TCP/IP Networks in IPv6, Networks & Protocol-I & II, Cellular Communication Networks

University of Mumbai **GPA - 8.7/10.0** **Mumbai, India**
B.E. Electronics & Telecommunications **May 2016**
Coursework: Internet & Voice Communication, Computer & Telecom Networks, Satellite & Mobile Communication, Structured Programming Approach, Object Oriented Programming

TECHNICAL SKILLS

- **Certifications**: Python, CCNA pursuing, Linux System Administration
- **Programming**: Python, C, Java, Cisco IOS CLI - Network Devices Configuration
- **Networking**: Routing & Switching (L2/L3) -TCP/IP Model, LAN/WAN, IPv6, DHCPv6, ICMPv6, RIPng, OSPF, DNS
- **Platforms/Operating Systems**: Microsoft Windows, Linux – Ubuntu, RHEL-6, CentOS
- **Tools**: Wireshark, tcpdump, GNS3, Cisco Packet Tracer, Excel Analytical Solver, VMware, VirtualBox

ENGINEERING EXPERIENCE

Gilbarco Veeder-Root India Pvt. Ltd. **Mumbai, India** **Jan. 2015 - April 2016**

- **Co-op** with the **Research & Development** unit of the International Fuel Dispenser Manufacturing Company.
- Drafted a system to address Real Time problems incorporating mechanisms such as the sensors, camera, accelerometer, etc. on a single platform using **Raspberry Pi.**
- Configured the **Local Area Network** to implement **VLANs** and enforced **Port Security** to invulnerably connect and communicate the devices involved in the setup.
- Demonstrated strong domain knowledge, analyzing problem solving abilities and coding system with **Python**.

PROJECTS

HTTP Client-Server on Ubuntu using IPv6 in Python Programming **May 2017**

- Designed a HTTP Server on Linux based Ubuntu by use of Python Programming so that the HTTP Server runs in an infinite loop to relentlessly respond to the Client Requests.
- Clients can send a GET request either in IPv4 or IPv6 to fetch information form server.
- Server authenticates the client by verifying username and password through a HTML prompt.
- After the client successfully authenticates, the server provides the rest of the information through a HTML file.
- Client and Server can be implemented independently with real world HTTP servers.

Simulation of Cellular Network for Admission control in CDMA system **May 2017**

- Simulation of a Python application to improve the performance of a CDMA cell system through admission control.
- Involved creating random users over the channel and monitoring cellular parameters such as received signal strength levels using COST231 for pathloss, call blocks & call drops with Erlang B formula.
- Examined the effects of insufficient signal strength based on the outcomes of probabilistic models and SINR levels.
- Enhanced the utilization and Grade of Service of the cellular network based on the observations.

Peer-to-Peer Communication between TCP Client-Server Ports through C Programming in RHEL.6 **Nov. 2016**

- Implemented Port Communication extending to the devise Sockets to establish a programmed data in C, to transfer between the Client and Server paradigm through Transmission Control Protocol.
- Activated Client-Server modules for reliable communication between them through Linux Command Line.

AWARD(S)/ACHIEVEMENT(S)/LEADERSHIP & OTHER(S)

- Endowment for securing **First Rank** in academics by **Tata Trust-Scholarship Program** **2015**
- Event Manager - IETE KJSIEIT **2014-2015**
- Administrative Assistant - University Book Center. **Aug. 2016 - Present**