

ASWATTH

[Mail](#) | [GitHub](#) | [Hacker Rank](#) | [Play Store](#) | [Portfolio](#)

EXPERIENCE

Graduate Analyst, Barclays

August 2021 – August 2023

- Automating web-based applications using xUnit, Selenium and Xray
- Building custom reconciliation tools for automating data validations.

Graduate Intern, Barclays

June 2020 – July 2020

- BDD testing using Cucumber for Spring Boot application.
- Using Liquibase to manage database changes.

EDUCATION

Northeastern University, Boston, MA - [Mail](#)
Master of Science in Computer Science

September 2023 – Present

Madras Institute of Technology, India
Bachelor of Engineering, Computer Science

August 2017 – April 2021

Coursework: Calculus, Linear Algebra, Discrete Mathematics, Data Structures, Algorithms, Compilers, DBMS
CGPA: 8.54

Vivekananda Vidyalaya Junior College
87.6% - Computer Savvy

June 2016 – May 2017

Vivekananda Vidyalaya Junior College
CGPA: 9.6

June 2014 – May 2015

PROJECTS

Event management app

February 2018 – April 2018

- A flutter app developed for college fest.
- Participants can scan QR code of an event to enroll.
- Get notified about upcoming events and results of previously participated events.

Covid response app - [App video](#)

January 2020 – August 2020

- A flutter app developed for a national level covid hackathon.
- Ability to calculate infection spread and notify users about infected zones.
- Request or enroll for volunteer services.
- Native language support for each state

Leaf disease classification

August 2020 – May 2021

- A disease classification model using CNN and YOLO.
- Achieved an accuracy of 97% in CNN on plant village dataset along with prediction of spread and severity using YOLO algorithm.

Class manager (Flutter)

August 2022 - November 2022

- A mobile app to manage student information with an in-app SQLite database.
- Visualize performance of students and track payments.

Fantasyer

August 2022 - November 2022

- Developed a fantasy helper application – to provide stats of players and teams to help build the right fantasy team.
- Scrapped data from cricsheet and calculated essential stats for batsmen and bowlers.
- Built front end using Stream Lit and deployed using Google sheets and Stream Lit.

Class manager (Angular)

February 2023 - April 2023

- A web-based application with a dedicated backend using Spring boot and H2 database to manage student data.
- Track performance, importing and exporting data using excel, generate payment reports as PDF.

My Cash flow

April 2023 - June 2023

- A flutter app to track and manage budgets with an in-app SQLite database.
- Visualize expenses and track transactions.
- Allocate budgets and investments.
- Manage multiple accounts.

Mobile Games on Play Store

August 2022 - November 2022

- Juggle: A 2D game which requires the player to keep the ball bouncing.
- Hole in the wall: Fit oncoming obstacles with correct shape.
- CURE: Game to demonstrate a pandemic situation.
- Score It: A causal sports game to score goals before time runs out and unlock achievements.

VOLUNTEER EXPERIENCE:

Helping with coding and problem solving for juniors

2020-2021

Part of Swachh Bharath campaign for cleaning the neighborhood

2017

ACHIEVEMENTS AND EXTRA CURRICULARS

Recognized for picking out 150+ bugs in project, Barclays

2022

National level Covid hackathon – 2nd place

2021

German A1 level

2019

Intra-college football – 1st place

2018

Recognized as Computer Savvy

2017

Interschool science fair – 2nd place

2016

South zone football – 2nd place

2016

Swimming – 2nd place

2013

SKILLS

Languages: C, C++, Java, Python, C#, Dart,

Web development: HTML, CSS, Typescript, Angular

Mobile development: Flutter, Android Studio

Game development: Unity, Blender

Databases: MySQL, Microsoft SQL Server, H2, SQLite

Tools & Frameworks: Spring boot, Cucumber, Liquibase, StreamLit, Selenium, xUnit, TeamCity, JIRA, Git

IDE: IntelliJ IDEA, Visual Studio, Eclipse