Manas Sharma

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EDUCATION

University of California San Diego **Expected Dec 2023**
Master of Science in Computer Science GPA: 4.0 out of 4.0 *La Jolla, CA*
- Courses: Graduate Network Systems , Search and Optimisation, AI: Probabilistic Reasoning

The National Institute of Engineering, Mysuru **2017-2021**
Bachelor of Engineering in Computer Science and Engineering CGPA: 9.37 out of 10.0 *Mysuru, Karnataka*
Member : International Systems Security Association (ISSA)

WORK EXPERIENCE

University of California San Diego **Feb 2023 – Present**
Part Time Web Developer for ITA Workshop (Advisor : Prof. Alon Orlitsky) *La Jolla , CA*
- Implemented **payment systems** that collected over $100,000 in revenue in one week.
- Developed backend **REST APIs** that provided functionality of scheduling of talks and **interactive dashboard**.
- Technology used : **Django**, **Docker**, **React**, **Amazon EC2 / RDS (PostgreSQL)**

JP Morgan Chase & Co **Feb 2021 – Sep 2022**
Software Engineer *Bengaluru, Karnataka*
- Developed a **workflow system** for resolving regulatory data inconsistencies across more than 10 million rows.
- Developed **customizable** widgets and screens which provided real-time analytics of system status.
- Created **REST** endpoints that provided functionalities of land and load operations following **MVC framework**.
- Created Jenkins scripts following the **CI/CD** model to automate **microservices** deployments.
- Worked on SQL and splunk queries to analyze performance bottlenecks and troubleshoot errors faced by users.
- Developed unit test cases to ensure code quality and achieve a comprehensive code coverage of over 95%.
- Technology used : **Spring**, **React**,**Oracle Database**, **EKS**, **Amazon S3**

JP Morgan Chase & Co **Jun 2020 – Jul 2020**
Summer Intern *Bengaluru, Karnataka*
- Designed the schema of a scheduler application for a non-profit that simplifies scheduling of activities for over 500 educators and 5000 students saving countless man-hours.

PROJECTS

SurfStore : A cloud based online storage service **Feb 2022 - Present**
- A **fault resistant** online cloud storage solution designed in **GoLang** made using **gRPC** that allows the shared storage between several clients while maintaining concurrency and security.

Training AI for Space Invaders **Dec 2022 - Jan 2023**
- Used Deep Q Reinforcement Learning in **PyTorch** to train the AI on space invaders made using PyGame.

Visualizing Traversing Algorithms by Catching Pokemon **Dec 2022**
- A web application designed in React that gives users the option to visualize graph traversal algorithms while trying to reach the pokemon hidden in an editable and randomly generated map.

Temporal and Spatial feature analysis (Advisor : Prof. Julian McAuley) **Nov 2022 - Dec 2022**
- Analyzed the effect of having temporal and spatial data in the **recommendation systems** and compared the results on various models like BPR, latent factor model, neural networks etc.

Automated Waste Segregation using Convolutional Neural Network **Jan 2021 - Dec 2021**
- End to End waste segregation system designed using Arduino. Trained the CNN using PyTorch and built an end to end pipeline for deployment for the same. Published the work in an IEEE conference.

SKILLS

- Data structure and algorithms, C/C++, Java, Python, JavaScript, GoLang, Relational and NoSQL databases, Cloud