ASHISH KUMAR

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Education

Northeastern University, Boston, MA
Master of Science in Computer Science,   GPA: 3.42   January 2015 – May 2017
Coursework: Human Computer Interaction, Web Development, Algorithms,
Database Management, Network Security

Visvesvaraya Technological University, Bengaluru, India
Bachelor of Engineering in Computer Science and Engineering   August 2007 – May 2011

Computer Knowledge

Languages: Python, JavaScript, HTML5, CSS3, Java, C
Web Technologies: React.js, AngularJS, Node.js, Django, Redux, JQuery, JSON
Tools: AWS, GIT, Jira, Confluence, Jenkins

Professional Experience

Ericsson, San Jose, CA
Internet Protocol OS Engineering Intern   January 2016 – August 2016
- Developed an automation tool of IPOS developer workflow that increased productivity by 87%.
- Designed and developed plugin for C-Lang format, integrating it with Git commands.

Aricent Group, India
Software Engineer   August 2011 – June 2014
- Developed automation tool for VoIP system for European network operator, Keymile.
- Proposed and developed Python automation framework for testing media access gateway and automated every scenario that conforms to H248/MEGACO protocol based architecture.
- Implemented automation scripts in python for MFCR2 calls,3 Party Call to test Voice over IP application.

Academic Projects

Service Learning Time-Tracking
Develop a time-tracker mobile app for the Service Learning department. I work on developing the admin feature (backend as well as frontend, using Python and React.js) to generate a filterable report about the students involved in the service learning.

Media Licensing Lab
Developed an online licensing lab through which musicians can be invited to upload their compositions with associated metadata for licensing. Exposed to agile software development lifecycle of an AngularJS based web application.

Union Capital Boston prototype
Developed a mobile friendly web interface for non-profit Union Capital Boston after evaluating the interface with continuous user feedback through iterative interview session and brainstorming ideas based on material design.

Secure Instant Messenger
Proposed design for the secure instant messaging system and implemented using the Secure Remote Protocol (SRP) and Needham- Schroeder public key protocol. Algorithm includes AES 256 (CBC Mode), RSA 2048 bit, HMAC.

Spaceship Game
Implemented a spaceship shooting game using interactive python module.

Additional Experience

- Teaching Assistant at Northeastern University for graduate course Managing Software Development
- Freelancer Graphic Designer, developed designs for around 50+ organizations
- Developed many personal self-initiated projects that is available in GitHub.