Chandan Nagaraj Naik

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Education

- **University of Colorado Boulder** Boulder, CO
  Master of Science in *Computer Science*; **GPA: 3.71/4.0** *Aug 2018 – Present (Expected: May 2020)*
  Relevant courses: BigData Architecture, ML, NLP, Algorithmic HRI, Information Visualization, Neural Networks
- **BMS College of Engineering** Bangalore, India
  Bachelor of Engineering in *Information Science and Engineering*; **GPA: 8.54/10.0** *Sep 2011 – May 2015*
  Relevant courses: BigData Architecture, ML, NLP, Algorithmic HRI, Information Visualization, Neural Networks

Experience

- **Teaching Assistant - University of Colorado Boulder** Jan 2019 - Present
  - Fundamentals of HCI : Teaching various aspects and techniques of user-centered design and development
  - Programming Project Workshop and Starting Computing: Was a Teaching Assistant for CSCI 3020(Trained 55 students in game development using C# and Unity.) and CSCI 1300(C++).
- **Software Development Intern - Autodesk Inc**, Boulder, CO May 2019 - Aug 2019
  - **FormIt, Revit Add-In (C++, C#)**: FormIt is a 3D modeling, visualization, analysis, and computation environment for architectural design.
    * Performed Data Analytics for FormIt and Revit Add-on using Google Analytics by tracking user activity on the application.
    * Built data collection model for Revit Add-on and FormIt 360. Coded, tested and deployed the data collection model into production through a CI-CD configured infrastructure. The development was done in an Agile environment and Git was used for version controlling.
- **Associate Software Engineer - Scientific Games**, Bangalore, India July 2015 - April 2017
  - **CMP (C#, MVC, JavaScript, MSSQL)**: A web-based player-tracking system that helps to manage and evaluate the database of players in the casino.
    * Worked on the development of various web application which used RESTful-web services.
    * Developed APIs in the back-end (microservices architecture) to process and serve front-end requests.
    * Skills developed/utilized: HTML, CSS, JavaScript, AJAX, .NET, MVC, Microsoft SQL Server, Agile software development was followed, Perforce and JIRA was used for version controlling and bug reporting.

Programming Skills

- **Languages**: Python, C#, JavaScript, Java, C++, MySQL, and MongoDB.
- **Frameworks**: Numpy, Scikit-learn, Pandas, Tensorflow, Keras, ASP.NET MVC, Django, d3.js.
- **Others**: Unity, Vuforia, SteamVR, AWS(EC2), Docker, Google Cloud Platform, Google Analytics, Tableau.

Projects

- **Flickr Image Search (Python, MongoDB, Docker, Resnet)**: A web-based image search application which uses object detection and inverted index cosine search on a database of images to retrieve similar images. Dataset – Flickr images. Database – MongoDB and S3. Web framework – Django. Dockerized and deployed on a Kubernetes cluster. Demo, GitHub
- **AREarth (C#, iOS, Unity, Vuforia)** : A stand alone AR application for iOS which shows all the satellites around the earth with interactions. GitHub. Demo
- **Haptic VR Wizard (Python, C#, Unity)**: Haptic VR Wizard is a Virtual Reality prototyping environment for physical objects. GitHub.
- **Exploring Multi-agent Co-operation in Simulation (Python, C#, Unity)**: A disaster simulation application with multi agents learning the rescue task using Reinforcement Learning. The user can see and analyse the situation in a virtual space. Demo
- **Navisys (Java, Android, Python, C++, OpenCV)**: An embedded system fitted into a jacket that provides turn-by-turn navigation with human and obstacle detection to the visually impaired. *Synopsis Video*.