

# DIVYANSHI SRIVASTAVA

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## OBJECTIVE

Self-motivated Graduate student looking for internship opportunities for summer/fall 2020

## EDUCATION

University of California – Riverside, USA

Expected Dec 2020

Master of Science in Computer Science, 3.4

Courses – Advance Operating Systems, Data Mining, Graphics & Games, Intro to ML and Data Mining, Artificial Intelligence, Info Retrieval & Web Search, Design & Analysis of Algorithms, Big-Data Management, Database Management Systems

## TECHNICAL SKILLS

Languages – JavaScript, Python, Java, C, C#

Databases – SQL, MongoDB

Application Software – Visual Studio Code, Eclipse,

Web – React, Redux, HTML/CSS, Bootstrap, Angular, Spring Boot, RESTful Webservice, Hibernate

## EXPERIENCE

Infosys, Bengaluru, India

May 2018 – July 2019

Specialist Programmer

- Led UI team of 3, delegating for Apple's DQ Tool from beginning of project upto final production deployment
- Pioneered development of key components – Dashboard, Filter, History, Alerts and Tasks
- Communicated directly with Client to discuss functionality and UX Design specifications for project

Infosys, Bengaluru, India

May 2017 – March 2018

Systems Engineer

- Developed RESTful web-services for 3 major test suites for 'Test & Diagnostics manager' tool
- Improved run time efficiency by 10%, exposing incoming data to client using Array
- Selected as one of 100 Power Programmers at Infosys from a pool of 3000 applicants

## PROJECTS

TravelCrawl

Jan 2020 – March 2020

- Crawled travel related subreddits, indexing them using Lucene and Map Reduce to display the ranked results in a Web Interface in response to a search of keywords
- TravelCrawl is better than Google search as the results contain a real individuals personal experiences

Flare

Jan 2020

- Led a team of 4, developing the a forest fire detection system for rangers and fire services
- Flare is 80% better than other means using satellite for early detection of a forest fire

FlowLess

Jan 2020

- Developed UI for React web application to help minimize water consumption and work with friends to curve sustainability issues

Jumping Dot

Dec 2019

- Created a 2D game on Unity, an imitation of Flappy Bird to understand game development

Weather Prediction

Nov 2019

- Performed exploratory analysis on 3GB data-set comprising of 10 years weather data for Szeged, Hungary
- Predicted the temperature for next five days with an accuracy of 75%

## ACHIEVEMENTS

- Won Best React App, awarded by Facebook, QWERHacks, UCLA, Jan 2020
- Top 5 amongst 90 projects, SBHacks, UCSB, Jan 2020