G. Aswin

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Work Experience

AirProbe (Dronebase) Mar 2022 – Present

Software Development Intern (Backend)

- Facilitated a complete overhaul of the testing architecture by removing the need of populating database assets, resulting in a significant performance boost while running tests for applications.
- Wrote PyTests for various existing routes with the help of Postman and fixed bugs.
- Organized, cleaned and analysed application data consisting of multiple large data files, using Pandas.

Education

RNS Institute of Technology, Bangalore Aug 2019 – Jun 2023

B.E. in Computer Science and Engineering CGPA: 9.4/10

Kendriya Vidyalaya No. 2 Salt Lake, Kolkata Apr 2018 – Mar 2019

Senior Secondary, CBSE Marks: 91.2%

Projects

I-Did-This-Today | *A web application built using Flask* (Aug 2021)

- Used Flask on the backend, and frontend design made from scratch using HTML, CSS, JS & Bootstrap.
- The app uses Google OAuth authentication, and is deployed in Heroku (i-did-this-today.herokuapp.com).
- All data is stored in a Heroku PostgreSQL server.

LanJudge | *An online judge for evaluating programs* (Ongoing)

- A web app which uses Go for backend.
- Users submit their code and select a language, and LanJudge will execute that code for test inputs and prints the output.
- The code execution engine is written completely in C, with many UNIX API functions like *execl* and *fork* to create and run the user input programs as processes.

Bored | *A native Android application* (Sep 2020)

- My final project for CS50X by Harvard, built using Java in Android Studio.
- Internally uses an SQLite database and API calls to BoredAPI. The app UI/UX follows Google's Material Design guidelines.
- This app suggests us fun/productive activities that we can do when we feel bored.

Simulating a Deterministic Finite Automata in ARM7 Machine Code (Jul 2021)

- Software simulation of any Deterministic Finite Machine using ARM programming to simulate the machine's output.
- The instructions were written in ARM assembly language for ARM7 (Big Endian) architecture in Keil UVision4 IDE.

Friend Recommendation Algorithm | *Built using C language* (May 2021)

- A menu driven program written in C which uses concepts of graph theory, file handling and graph algorithms.

"Data Warehousing: The seed of data science" | *A survey paper* (May 2021)

- Studied data warehousing and how they have evolved by analysing the patterns and trends from 10 sources.

Technical Skills

Languages: Python, Go, C, C++, Bash, Java, SQL, HTML, CSS

Technologies / Frameworks: Git, Flask, Android, Selenium, PostgreSQL, SQLite, ARM, Heroku, Chart.js, Postman

Key Courses

- Data Structures and Algorithms
- Database Management Systems
- Computer Networks
- Computer Organization
- Compiler Design
- Operating Systems

Achievements / Extracurricular

- Conducted and co-presented a workshop on GitHub for juniors as part of a student club (BigO)
- *3rd Position* out of 300+ participants in State Level (Karnataka) C programming contest
- *Placed 2nd* out of 200+ participants in Codeflix hosted by Google Developer Students Club RNSIT
- Facilitated & co-authored on problems for college-level programming contests (Google Developer Students Club RNSIT).