

Sharang Pai

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Education **B. Tech. Computer and Communication Engineering**
Class of 2019 | Major GPA: 9.64/10 | Manipal Institute of Technology
Selected Coursework: *Operating Systems; Artificial Intelligence; Pattern Recognition; Computer Architecture; Embedded System Design; Neural Networks and Fuzzy Logic; Natural Computing; Human Computer Interaction; Computer Vision.*

Work Experience **Software Development Engineer, Instamojo Technologies | January 2019 – Present**
Instamojo is a financial technology company based out of Bangalore that works as a growth gateway empowering over 7,00,000 small and medium enterprises across India. My work majorly involves creating interactive, accessible and usable interfaces on across multiple platforms with an emphasis on easy to use, consistent user experience. Through working on different projects I have cemented my knowledge of the React-Redux Framework and have expanded my knowledge in technologies like Django, Celery and Node.js.

Summer Intern, Microsoft Corporation | May 2018 – July 2018
Worked on a machine learning application based on Object Detection, Object Tracking and Action Classification using Microsoft's Custom Vision library in combination with open source libraries such as OpenCV, YOLOv3, a Deepmind Kinetics13D based model and a custom trained action classifier based in Keras to gain video-based insights on safety scenarios in workplace environments.

Summer Intern, Conscia Corporation | May 2017 – July 2017
Worked on the front-end development of Conscia's Data Management and Enrichment platform using the React.js framework with Redux for state-management and Jest for unit testing. My work also involved using external libraries such as the JSON-schema-form to build dynamic front-end components.

Co-Founder and Developer, OpenShiksha Initiative | April 2015 – August 2016
OpenShiksha (www.openshiksha.org) is a non-profit online adaptive learning platform, designed to improve learning outcomes for students in underserved communities in India. I managed a large portion of the front-end development and my responsibilities included integration with the Django backend, in-browser data visualization and UX design.

Selected Projects

- Providentia – A Raspberry Pi based project to build a wireless sensor surveillance node capable of environment sensing and object recognition.
- Chess Kabaddi – A cross-platform multiplayer game built in Java using the LibGdx framework with Socket.io and Node.js and a python based neural network to drive the game AI.
- CyberHawk – A web based online cryptic hunt played by over 1000 players. My work included back-end (Flask) development and front-end (Angular) scripting.
- KMC Health App - A web app built with the MEAN(Mongo-Express-Angular-Node) stack for Kasturba Medical College to analyze patient health and food intake patterns.
- Vanguard – A news aggregation app, mining trends from twitter, built primarily in Python and Flask using libraries like Tweepy, Textblob and WordCloud.

Miscellaneous

- High School Head Boy
- High School Varsity Basketball Captain (2012-2015)
- Indian National Informatics Olympiad (2012/2013)
- Google Code-in (2013)

Programming & Analysis Tools Languages: Python, C++, Java, SQL, HTML, CSS, Javascript, XML
Technologies: React/Redux, Flask, OpenCV, NodeJS, Android, Socket.io, Keras, LibGdx
