

Sharang Pai

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Education

B. Tech. Computer and Communication Engineering

Class of 2019 | Major GPA: 9.56/10 | 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

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.

Management Committee, IECSE Manipal | Fall 2016 – Spring 2017

IECSE is the official Computer Science and Engineering Club of the Manipal Institute of Technology. Through working on and leading different projects for the club, I have implemented and familiarized myself with the Electron framework, Flask, jQuery, AngularJS and various basic tools for data and web security.

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

- 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.
 - Providentia – A Raspberry Pi based project to build a wireless sensor surveillance node capable of environment sensing and object recognition.
 - 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.
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Miscellaneous

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

Languages: Python, C++, Java, SQL, HTML, CSS, Javascript, XML

Technologies: React/Redux, Flask, OpenCV, NodeJS, Android, Socket.io, Keras, LibGdx
