**Soham Ghormade**

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**SKILLS**

**Programming Languages**: Proficient : C#, Prior Experience :Java, Python, C++,

**Machine Learning Libraries**: scikit **Operating Systems** :Academic Experience :Linux

**Deep Learning Frameworks**:TensorFlow, Keras

**Tools:** MicrosoftVisual Studio, TFS, Agile Central, TeamCity,  **Version Control:** Git

**EDUCATION**

**Master of Science in Mechanical Engineering** Dec 2014

Stony Brook University, Stony Brook, NY Overall GPA:3.73/4.00

**Bachelor of Engineering in Mechanical Engineering** May 2013

University of Mumbai, Mumbai, India Percentage: 75 %( First Class)

MOOCs:[Intro to Machine Learning](https://www.coursera.org/account/accomplishments/verify/PHWFD6XA3VXC), [Neural Networks](https://www.coursera.org/account/accomplishments/verify/9B87LMDEZ8FL),[Convolutional Networks](https://www.coursera.org/account/accomplishments/verify/J6KNJKXAB4EW), Princeton Algorithms Part I

**PROJECTS**

**Deep Learning Projects** Jan -Feb 2017

* Used Conv Nets to identify pedestrians and cars using bounding boxes by implementing the [YOLO paper](https://arxiv.org/abs/1506.02640).
* Implemented the [DeepFace](https://research.fb.com/wp-content/uploads/2016/11/deepface-closing-the-gap-to-human-level-performance-in-face-verification.pdf) paper ,mapped images to encodings, and used for facial recognition and verification
* Generated novel artistic images using neural style transfer algorithm
* Tools used:TensorFlow, Keras

**AI For Robotics MOOC** Dec 2016 – Jan 2017

* Implemented particle and Kalman Filters, well as PID controller as part of the course.
* Tools used:C++

**Robots: Line Follower, Parallel Park, Self-Balancing and Maze Solver (Final Project)**  Spring 2014

* Designed, modelled, built from scratch and programmed a fully functional robot to navigate the maze using Wall Follower Algorithm, All projects involved use of microcontroller, IR and ultrasonic sensors
* Tools used: C,Arduino

**EXPERIENCE**

**Software Developer II, ANSYS Inc., Canonsburg, PA** Oct 2017 - Present

* Refactor existing simulation application to enable better integration with geometry application.
* Create a clean API with minimum dependencies ,organized interfaces into independent components which can be packaged for re-use ,enable ability to switch individual components of the application
* Minimize impact to regressions and API breakages by systematically deprecating methods,
* Apply clean architecture and SOLID principles especially dependency inversion principle.
* Mentor co-ops and interns in their work assignments and shortlist candidates for on site interview

**Software Developer I, ANSYS Inc., Canonsburg, PA** Jul 2015-Oct 2017

* Fixed customer defects as well as hang issues to improve overall user experience.
* Included unit tests instead of regressions along with defect fixes to prevent future issues.
* Served as the team’s subject matter expert for localization of the product
* Investigated performance profiles to track down performance degradation hotspots.
* Coordinated communications and served as primary point of contact for one of the teams we work with
* Tools Used: C#, C++, Python, Visual Studio 2012, TeamCity, Git, TFS, Agile Central