

# Maithreyi Manur Narasimha Prabhu

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## EDUCATION

### Master of Science in Computer Science

August 2019 - May 2021

School of Informatics Computing and Engineering (SICE), Indiana University, Bloomington

**Coursework:** Applied Algorithms, Elements of Artificial Intelligence, Software Engineering

### Bachelor of Engineering in Information Science and Engineering

June 2013 - June 2017

PES Institute of Technology, Bangalore, India

GPA: 3.5

**Coursework:** Data Structures, Design and Analysis of Algorithms, Object Oriented Analysis and Design (OOPS), Operating Systems

## TECHNICAL SKILLS

**Languages:** Java, Python, JSON

**Web technologies / Frameworks :** HTML, CSS, Bootstrap, ReactJS, SpringBoot, Spring-MVC, Microservices, RESTful API, JUnit

**Cloud Technologies:** AWS and Oracle

**Tools/Software:** Ansible, Jenkins, Elasticsearch, Logstash, Kibana, Git, Eclipse, Apache Tomcat, IntelliJ, JIRA

**Databases:** MySQL, Postgres

## PROFESSIONAL EXPERIENCE

### Product Developer, Comviva

August 2017–April 2019

**Mobiquity: an advanced and comprehensive Mobile Financial Services Platform for integrating payments, mobile marketing, location and social features.**

#### Java Developer

- **Created scalable and robust core back-end logic and processes with application and API integration**  
*Technologies Used: Java, Spring, Springboot*
  - Developed Controller for request, response paradigm using Spring-MVC.
  - Implemented Restful web services using spring boot for integrating Mobiquity wallet and Financial System.
  - Worked on Agile Based Project as Java Developer for the client in the banking domain team.
- **Reduced 90% turnaround time by extracting patterns from the log transaction data by automating the entire process**  
*Technologies Used: Elasticsearch, Logstash, Kibana, Beats*
  - Designed, built and managed the ELK (ElasticSearch, Logstash, Kibana) cluster for centralized logging and search functionalities for the application.
  - Creating Elasticsearch cluster by collecting data from log files, parsing them using grok filters and transforming Them for Elasticsearch storage

## PROJECTS

### On-Demand Video Streaming Application [CSS, Bootstrap, ReactJs, Java, Springboot, and Postgres] November 2019 - present

- Developing a web application which offers subscription based streaming service for its customers.
- Main features include watching videos in offline version, rating shows and skip introduction.

### YumDrop – Food delivery application [CSS, Bootstrap, ReactJs, Java, Springboot, Postgres, JIRA, Restful API, Heroku]

September 2019 – December 2019

- Leading a team of 4 to build a web application to that allows user to order food from anywhere.
- Built a clean, easy to use interface for end-users as well as restaurant owners and delivery agents with features such as checking order status, live tracking of delivery agent, scheduling food and chat rooms.

### Elements of Artificial Intelligence [Python]

September 2019 – December 2019

- **Part-of-speech tagging:** Developing an NLP system for part-of-speech tagging, in which the goal is to mark every word in a sentence with its part of speech (noun, verb, adjective, etc.).
- **Game IJK:** Built a two player sliding tile game played on a 6x6 using Minmax with alpha beta pruning and Expecti-MinMax algorithm.
- **Image Classification:** Built decision trees and k-nearest neighbor machine learning algorithm for image classification.
- **Code Breaking:** Built Metropolis-Hastings algorithm which is used decode a secret message that is encrypted using replacement technique where each letter of the alphabet is replaced with another letter of the alphabet and Rearrangement technique where the order of the characters are scrambled.