

SAMIR DHARAR

CE131108 Computer Science and Engineering, University of Mumbai, India ♥ Vasai West, MH ►+91-8806-779095 □ amirdharar@gmail.com

Objective: Seeking work in a fast growing organization so as to hone my technical skills and attaining excellent standards while meeting organizational needs.

EDUCATION

Software

B.Eng. in Computer Engineering University of Mumbai CGPI – 9/10 2013 - 2017 (Expected)

TECHNICAL SKILLS

• Programming Languages C, Core Java, Map Reduced Programming, MySQL, HTML, PHP,

CSS, XML, JavaScript, Shell Script, etc.

• Platform (OS) Android, Windows Phone, Linux (Ubuntu), Microsoft Windows

VMWare, Eclipse, Net beans IDE, Android Studio, IBM Rational

Architect, OpenGL, Hadoop-2.X, Cisco Packet Tracer

RELEVANT COURSES UNDERTAKEN / ONGOING

• Object Oriented Programming Methodology

- Mobile Communication and Computing
- Data Structures
- Distributed Databases
- Analysis of Algorithm
- Computer Organization and Architecture
- Database Management Systems
- Microprocessors

- Computer Networks
- Software Engineering
- Distributed Databases
- Operating Systems
- System Programming and Compiler Construction
- Artificial Intelligence
- Cryptography and System Security
- Digital Signal Processing

RESEARCH PROJECTS

PARALLEL CONVERSION OF VIDEO USING HADOOOP

(July 2016 – Present)

o PROJECT LEADER, B.ENG. PROJECT, UNIVERSITY OF MUMBAI

- Developed a video transcoder which could handle large video and convert them at a faster rate compared to traditional video converters.
- In this project, the concept of parallel execution of maprduced jobs on Hadoop-clusters have been used.

HOME NETWORK ARCHITECTURE

(Jan - Feb 2015)

O COMPUER NETWORKS (MINI PROJECT), JUNIOR YEAR

- Proposed and designed an architecture for a Home Network (which can be used in residential apartments) using CISCO Packet Tracer tool.
- This architecture of home network was rated and tested to be reliable and cost-effective by the external oral examiner.

COLLEGE'S WEBSITE (July - Oct 2015)

O DESIGNER, WEB TECHNOLGY LABORATORY, JUNIOR YEAR

- Developed a website for our institute using core web technologies such as HTML, CSS, JavaScript and PHP.
- Designed the webpages that were very user-friendly and appealing compared to the older version of website.
- Implemented various UML diagrams for the website using IBM Rational Architect tool which made the understanding of different sections of website easy.

THE ILLUSION (Jan - March 2015)

o PROGRAMMER, COMPUTER GRAPHICS, SOPHOMORE YEAR

- Implemented a graphical application called 'The Illusion' that could produce an eye-catching pattern on the computer screen.
- We mainly used C and other Graphic Primitives for the coding.

POSITIONS OF RESPONSIBILITY

TECHNICAL COORDINATOR, ANNUAL TECH-FEST

(Feb - March 2015)

• Organized a 7 day technical event called 'C - Brain' based on basic C - programming skills at Annual Tech-Fest, witnessing participation of over 60 students all across the department.

CLASS REPRESENTATIVE, DEPT. OF COMPUTER ENGINEERING

(Jun 2015 – May 2016)

• Served as Class Representative for the academic year 2015-16, responsible for collaborating with the class representatives of other respective departments for organizing events on behalf the institute.

MEMBER OF FEEDBACK COMMITTEE, DEPT. OF COMPUTER ENGINEERG

(Jun 2013 - present)

• Involved in discussing all matters pertaining to the department both on the academic front (conveying students' opinions, giving feedback on the methodology of teaching in various courses and ideas on improving the course structure) as well as extra-academic affairs.