

SHASHANK GANGADHARA

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EDUCATION

Rochester institute of technology | Expected Dec 2017

Master of Science Computer Science - Machine Learning Track

- GPA: 3.22
- Key Courses: Algorithms, Data Structures and Problem Solving, Artificial Intelligence, Computer Vision, Big Data and Computer Networks

The Oxford College of Engineering | 2014

Bachelor of Engineering Computer Science

- GPA: 3.5
- Key Courses: Operating Systems, Data Structures, Algorithms, Compiler Design, Web Design and Development, Object Oriented Design, Databases, Advanced Computer Architecture and Storage Area Networks

WORK EXPERIENCE

Accenture Software Engineer

Bangalore
Oct 2014 to Jun 2015

- Built the backend infrastructure for a client at Accenture with a team of 12 people.
- Developed an application for a US mobile phone carrier using Java
- Improved the response time of the application by 12% using a better scheduling algorithm
- Prototyped new ideas using Python

Mobisir Technologies Software Engineer Intern

Bangalore
Jan 2014 to May 2014

- Developed an application for airports.
- The app retrieves HTML content from airport websites and parses HTML for information about arrivals and departures.
- Made use of iBeacons and Dijkstra's algorithm to provide walking directions to commuters inside the airport.
- Additional information like the weather conditions, taxi locations and nearby hotels are shown in the app.

PROJECTS

Intelligent Music Recommender

Developed in Python using a library called **Librosa** to extract the features of the songs and determine a unique fingerprint of each song. This fingerprint is then used to cluster similar songs together and recommend them to the user.

Image Recognizer and Translator (Winner at BrickHack '16)

Built an application that can take an image and recognize the object in the image. The recognized object can be displayed in any language and can also be translated to any other language. Used the **Clarifai API** for image recognition and Microsoft translate for language translation. This is an excellent way to learn new languages just by taking pictures of objects.

Prediction of Diabetic Retinopathy using Machine Learning

Used supervised machine learning methods to discern fundamental characteristics of the eyes of patients with different stages of diabetic retinopathy over a long period of time. The resulting model can be used to predict if a patient might get a diabetic retinopathy in the near future

Digital Color Meter (iOS and Apple Watch application)

This is an application that gives the Hex Code of any pixel on the screen. This is a useful tool for web developers, fashion designers, artists, and photographers to match their favorite color from the real world. The app also sends the color to the Apple watch and displays the color on the watch which can be used to match with real world objects.

Cross Platform Infinite Runner Game

Used Sprite sheet and JavaScript on Unity3D to develop this game. The character runs continuously and the player has to jump on platforms and collect coins.

SKILLS

AREAS OF EXPERTISE:

Computational Problem solving, Algorithms, Data Structures, Machine Learning, Object Oriented Design, and Data Analytics.

PROGRAMMING LANGUAGES:

Python, Java, MySQL, JavaScript, HTML and CSS, AngularJS, Git, Bootstrap, Node.js, MATLAB and R.