

Pratap Kishore Desai

LinkedIn: <https://www.linkedin.com/in/pratap-desai-03/>

GitHub: <https://github.com/Pratap-Desai> GitLab: @pratapdesai

Email : pratapkishoredesai@gmail.com

Mobile : +16692104212

EDUCATION

- **San Jose State University** San Jose, CA
Master of Science in Computer Engineering; GPA: 3.7/4 Aug. 2017 – Dec. 2019
- **Bangalore Institute of Technology** Bangalore, India
Bachelor of Engineering in Electronics and Communication; Aug. 2011 – May. 2015

EXPERIENCE

- **Wipro Limited** Bangalore, India
Project Engineer Oct 2015 - May 2017
 - Involved in continuous development followed by unit testing.
 - Followed Agile working methodologies.
 - Developed various back-end services required to render web pages using REST web technology.
 - Designed several templates and components using Adobe Day CQ.
 - Developed work-flow and schedulers.

SKILLS

- **Programming Languages:** Java, Python, JavaScript, Angular-JS, CSS, HTML, SQL, Ajax, C, C++, Cuda, RTOS.
- **Core Competencies:** Problem Solving, Data Structures and Algorithms.
- **Web and Database Technology:** XML, Json, Protobuf, REST, gRPC, MySQL, MongoDB.
- **IDE/Frameworks/Tools:** Eclipse, IntelliJ IDEA, Unity, MySQL Workbench, Visual Studio, Git, SVM, Android Studio, Jenkins, HP Agile Manager, Anaconda, Spring MVC.

PROJECTS

- **BRAND WEBSITE** Java Developer Wipro Limited
(*JAVA, REST, JavaScript, Angular JS, AEM, Jenkins, Maven, OSGI and Apache Sling Framework*)
 - Built services to render proper user-action on a web page. Over-layed various functionalities of AEM as per the requirements. Developed various touch UI components.
- **AUTOMATED TRAVEL AGENCY** Backend Developer Wipro Limited
(*JAVA, HTML, CSS, JavaScript, Bootstrap, MySQL, Spring Framework*)
 - Using Spring MVC framework, SQL database and a tomcat server built a website where the customer could interactively book a means of transport between various places as per the availability of vehicles.
- **STRANDS** Backend Developer SJSU
(*Distributed System, JAVA, GRPC, Netty, Protobuf, DFS, Consensus Algorithm*)
 - Built a distributed file system that supports sharing and storage of files across a loosely-coupled, dynamic network of several clusters. While building this infrastructure focus was on latency, load balance, data recovery, and network resilience.
- **Deep Learning Approach For Badminton Shot Training** Backend Developer SJSU
(*Python, C++, Open CV, TFpose, CNN, Swig, Protobuf, TensorFlow, Keras*)
 - Developed an application that was trained to predict shots played by a badminton player. Used a multi-class classifier to classify the shot played. Once the shot was predicted respective feature extraction was performed to generate the quality of the shot played by designing a clustering system.
- **AUTONOMOUS CAR** Firmware and Mobile Application Developer SJSU
(*Java, C++, Android Studio, Gmaps, Bluetooth, Sensors, LPC 1769, Free RTOS, UART, CAN, GPS*)
 - RC Car capable to drive by avoiding obstacles along a route specified from the android application to reach the destination. Using Android Studio developed an android application to communicate with the autonomous car. The application used Bluetooth protocol. The Bluetooth module is connected to Bluetooth-ECU over UART. Bluetooth-ECU communicates with all other ECU's using CAN-Transceiver. The application also showed real-time details about the car.

- **RGB LED TRAFFIC MENACE GAME** Firmware and Game Algorithm Developer SJSU
(*C++, LPC 1769, Free RTOS, RGB LED*)
 - Game playable on a RGB LED matrix. The gamer should drive the car avoiding obstacles. Scoring is based on how far one could make it.
- **VR ZOMBIE ADVENTURE** Game Designer and Developer SJSU
(*Unity, CSharp, VR, 3D, Android*)
 - Using a cross platform tool called Unity designed a game for Android. The game can be played in 3D and VR mode. The game was all about a player killing zombies and saving himself to reach the next levels.