RAGHAVA DHANYA

✉ raghavadhanya@gmail.com | ☎ 9148995472 | GitHub | LinkedIn
Bengaluru 562157

EDUCATION

Bachelor of Engineering, computer science and engineering   [*2014-present*]
Aggregate: *75.92%*
Electives: *'Pattern Recognition', 'Artificial Intelligence', 'Clouds,Grids and Clusters'.*
Sir M. Visvesvaraya Institute of Technology, Bengaluru

Machine Learning by Stanford University on Coursera.   [*March 2017 - July 2017*]
Certificate earned on July 21, 2017

Neural Networks and Deep Learning by Deeplearning.ai on Coursera.   [*February 2018 - March 2018*]
Certificate earned on March 4, 2018

SKILLS

Technologies: Android, Machine Learning, Amazon Web Services, Django, Continuous Integration.
Programming languages: C/C++, Java, Python, JavaScript, SQL, Shell, HTML & CSS.
Others: Numpy, Scipy, Git, Unix/Linux, Windows.

EXPERIENCE

Technology Developer, *notNULL*, Bengaluru   [*February 2016 - July 2016*]
Worked on developing a verification technology for events.

Software Development Intern, *Supertext*, Bengaluru   [*August 2016 - December 2016*]
Developed an android app for company communication with vendors using parse and firebase as backend.

PROJECTS

Tonite   [*April 2016*]
Wardrobe assistant app to keep track of the clothes and gives purchase suggestions based on events in user's calendar. Built at Hackerramp 2016 (16th and 17th April), Myntra office Bangalore.
Technologies used: Android, Java, XML.

ReMorse   [*April 2017*]
A 2D side scrolling game which tries to subconsciously teach Morse Code.
Technologies used: C++, OpenGL, Box2D

Codesnap   [*August 2016*]
A chrome extension which adds copy button to code segments in most websites, also provides a code clipboard history.
Technologies used: Chrome developer tools, JavaScript, CSS, HTML.

FileHide   [*May 2016*]
A cross platform app which hides one file in another, the host will still work normally. This application hides a given file like pdf, video or image in another file like pdf, video or image.
Technologies used: Python, Tkinter.

Snake   [*December 2015*]
Simple, classic and cross platform snake game.
Technologies used: Python, Pygame.

ACTIVITIES AND INTERESTS

- Currently enrolled in Deep Learning and Neural Networks by deeplearning.ai on Coursera.
- Competitive coding, Volunteered for android app development for college fest Kalanjali-2015.
- Twice second placed in coding and debugging conducted during college fest.
- Lance corporal, National Cadet Corps – Air Wing (High school)
- Graphic designing, designed many posters and banners for college events
- Organized many events as a core member college coding club CodeShack.