RITHIKA RAMASESHA

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Objectives

Result driven individual who channels analytical and innovative approach to solve key problems in software development projects. An upcoming Software engineer looking for full time opportunities starting from June 2021.

Education

University of California, Riverside

Riverside, California

MASTER OF SCIENCE IN COMPUTER SCIENCE | GPA: 3.45/4.00

Expected June 2021

Relevant Coursework: Design and Analysis of Algorithms, Big-Data Management, Database Management Systems, Distributed Systems

Visvesvaraya Technological University, Bangalore

Bangalore, India

BACHELOR OF ENGINEERING IN COMPUTER SCIENCE | GPA: 8.46/10.00

Aug 2015- Jun 2019

Relevant Coursework: Data Structures and Algorithms, Software Engineering, Object-Oriented Programming, Operating Systems

Skills

Languages C, C++, Java, Python, SQL, HTML, CSS, JavaScript, PHP

Frameworks Apache Spark, Hadoop, React.js, AngularJS, Node.js, Docker, Flask, RESTful API

Databases Relational (Oracle MySQL, Microsoft SQL Server), Non-Relational (MongoDB), AWS, HDFS

Software Development Agile, Scrum, SDLC, GitHub, JIRA

Professional Work Experience

SOFTWARE ENGINEER INTERN (Industrial Training)

Irvine, California

Jun 2020 - Sep 2020

- Designed a dynamic web application called Ewayshops to host multiple grocery stores using AngularJS and MongoDB.
- Developed RESTful APIs to monitor the customer transactions and inventory tracking thereby improving the productivity by 30%.
- Collaborated with various teams to develop features like locate nearest store using Google API.
- Incorporated AWS with EC2 to host content on the server and distribute inventory emails to the customers.
- Formulated over 120 test cases for the application to optimize functionality and resolve code bugs.

SOFTWARE ENGINEER INTERN

Bangalore, India

Jun 2018 - Sep 2018

MINDTREE LTD. [3 MONTHS]

SHAYTECH INC. [4 MONTHS]

- Designed an automatic patient assigning system with React.js and Flask.
- Developed a RESTful service to fetch and update the patients data from MS- SQL Database saving upto 90 hours of manual entry .
- Devised 106 test cases which assisted in data transformation and validation thereby improving the productivity by 40%.
- Collaborated with a team of 5 to conduct exploratory data analysis and to detect outliers and anomalies.

Technical Projects

TWITTER SEARCH ENGINE (Python, Java - Lucene, Hadoop, MongoDB, AngularJS)

Sep 2020 - Dec 2020

- Collected 3GB of tweets by crawling on Twitter with streaming and searching APIs.
- Optimized query indexing with Lucene and Hadoop on crawled twitter data with runtime of 2 minutes & 30 minutes respectively.
- Devised a robust search engine by implementing a page ranking algorithm with accuracy of 92%.
- Developed a web interface for the search engine using AngularJS and connected it to MongoDB with Express on the backend.

MUSIC GENRES POPULARITY IDENTIFIER (Python, Tensorflow, React.js)

Apr 2020 - Jun 2020

- Performed Sentiment Analysis on Twitter Data with 84% accuracy to identify popular music tracks across all states.
- Implemented Keras using TensorFlow backend to classify the genre of these tracks along with the previews from Spotify API.
- Built a workspace dashboard using React.js to display the Music trends across the USA.

MUSIC RECOMMENDATION SYSTEM (Python)

Jan 2020 - Mar 2020

- Proposed a hybrid and new approach for Music Recommendation to overcome the limitations of the existing systems.
- Pre-processed data using Singular Value Decomposition and developed a Neural Network to classify audio features.
- Implemented baseline models for Collaborative-filtering and Content-based filtering using k-NN and Matrix Factorization.

STUDENT PLACEMENT SYSTEM (Java, JDBC, MySQL)

Sep 2019 - Dec 2019

- Developed a software application to accurately track student job placements and to monitor student details all at one place.
- Incorporated Java and MySQL for the backend connection along with database manipulations.
- Designed features like student registration, approval status, interview history thereby reducing 70 hours of manual data entry.

MULTI-THREADED GUI CHAT APP (Python , Socket.io , Multi - threading , Tkinter)

Jan 2019 - Mar 2019

- Implemented a Client-Server Based Multi-threaded Real-Time GUI Chat system using Sockets.
- Incorporated Synchronous and Asynchronous Server for Transient-Real Time messaging .
- Persistent-On Demand messaging between clients with Unicast, Multicast, and Broadcast Messaging options.