



## Skills

Java, C, Python, Android Development  
Machine Learning  
Windows, OSX, Linux Android, IOS  
GIT, GitHub  
SQLite  
Troubleshooting and Debugging  
Team work  
Adobe Photoshop, Illustrator, InDesign  
Critical thinking  
Strong research skills  
Fast learner  
Excellent time management  
Documentation and problem solving  
Excellent attention to detail

## Contact



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## Achievements



-SUNY CHANCELLOR's AWARD  
-LEADERSHIP DEVELOPMENT  
AWARD  
-STUDENT ACTIVITIES AWARD  
-WHO's WHO AWARD  
-NCC CHESS CHAMPION  
-EMBEDDED SYSTEMS AWARD

## Relevant Coursework

Data structures, Analysis of Algorithms,  
Mechanics of Programming, Software  
Engineering, Programming Language  
Concepts, Computer Science Theory,  
Concepts of Computer Systems,  
Database management, Geographical  
Information Systems { EMBED

## Hobbies



## Summary

Passionate and motivated computer science student looking for an internship or Co-op. Works well under pressure and consistently meets deadlines and fosters a collaborative and supportive team environment. Offering experience in Java, Python and C and always willing to learn more. Available May 2019 to August 2019.

## Education



**Bachelor of Science: Computer Science** 2017 – 2020 (EXP)  
**Rochester Institute of Technology - Rochester, NY** 3.17 GPA

**Associate of Science: Computer Science** 2015 - 2017  
**Nassau Community College - Garden City, NY** 3.80 GPA

## Professional Experience



**Software and HIL Testing Software Engineer Intern** 8/2018 – 12/2018  
**Magna International, Troy, Michigan**

- Developed and Optimized S.M.A.R.T classification Machine Learning Models with variant architectural designs. Tools used: Python, TensorFlow, Keras and Natural Language Processing.
- Developed a RESTful service deploying Machine Learning Models for ease of integration with the web application. Tools used: Tensorflow-serving, Docker, Kubernetes and Nodejs.
- Automated Mongo database population and added support for csv, arxml and dbc file formats. Tools used: JavaScript and Nodejs.
- Key Highlights: Gained Experiences in Machine learning design, implementation and deployment.

**Orientation trainer** 01/2015 – 07/2017  
**Nassau Community College**  
- Trained selected individuals in public speaking and event management.

## Projects



**Web Checkers** – (Roles: Analyst, Architect, Developer, and Tester)  
Developed a website for playing online checkers. This product was developed performing agile practices. Object oriented design and principles were strictly considered while making Architectural Decisions. Tools used were Java, Ajax, JavaScript, HTML, IntelliJ, GitHub, Slack, Trello, Scrum, UML.

- Three functional product releases and presented sprint demos
- Added tournament mode and Spectator mode as an enhancement
- Got 95% testing average on Application, Model and UI tiers

**Android Application** – (Role: Architect and Developer)

**Legends Match:** Developed this app with the idea of having an integrated environment where teams can look at other groups experience stats and formulate a winning strategy. This is a client-server application which uses object orient design and relational database to maintain its functionality. Languages used are Java, PHP, MYSQL.

- Provides a platform to look at the player stats.
- A messaging platform where teams can interact.