

Rohit Sahasrabuddhe

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GitHub: <https://github.com/RohitSahasrabuddhe>

EDUCATION

Master's in Computer Science

CGPA 3.85/4.00

University of Southern California, Los Angeles, California.

May 2019

Courses: Foundation of AI, Database Systems, Analysis of Algorithms, Robotics

Bachelor's in Computer Science and Engineering

CGPA 9.06/10.0

S.G.G.S. Institute of Engineering & Technology, Maharashtra, India.

June 2015

Courses: Advanced Algorithms, Distributed Computing, Operating System, Advanced DBMS, Artificial Neural Networks, Data Structures, Introduction to Web Programming, Unix System Programming.

SKILLS

Programming

Java, JavaScript, HTML, CSS (Proficient)
C, Python, PHP, COBOL (Familiar)

Database

MySQL, Mongo DB, Oracle 11g, Google Cloud DB, PostGIS

Servers, Frameworks & Tools

NodeJS, Android SDK, Spring, Hibernate, Struts, IBM Mainframes, Tomcat, Gremlin, Git (Intermediate Proficiency)

WORK EXPERIENCE

Tata Consultancy Services, Hyderabad, India. (2 Years)

Sept 2015 - Aug 2017

Designation: Assistant System Engineer

Role: Software Developer

- Developed **Java web** application using **Spring MVC** and **Hibernate 3** frameworks for Ericsson client to view high level data related to all products manufactured at plant.
- Implemented **software enhancement** on quarterly basis to **upgrade and improve performance** of existing application.
- Deployed **automated shell scripts**, using **cron jobs** on **Unix data servers** to minimize manual efforts invested in maintaining and supporting applications.
- Maintained **3 web applications** and **1 utility-based** application with different architectures and technologies by analyzing and troubleshooting application issues on day to day basis.
- Consulted** with **client managers** in biweekly meetings to report application availability, performance, change requests, ongoing activities and upcoming activities.

PROJECTS

USC Bookstore Shift Scheduler: Web Application (GitHub: <https://git.io/vAsOe>)

Jan 2018 - Present

- Developing a **web application** using HTML, CSS, JavaScript, **Node.js** and **MongoDB** for USC Computer Store to help schedule employee shifts based on their availabilities.

Super Fruit Riot: Android Game (GitHub: <https://git.io/vNkCJ>) (2 Team Members)

Oct 2017 - Jan 2018

- Developed **mobile game** like Candy Crush using **Android Studio**, where the user plays against an **AI agent** instead of their own.
- Developed an **Intelligent Agent** using **minimax algorithm** with **alpha-beta pruning**, which dynamically selects next move depending upon time remaining for agent.

Icon3C: Website (GitHub: <https://github.com/RohitSahasrabuddhe/Icon3C>)

Dec 2014 - Jan 2014

- Designed a website for International Conference held at SGGSIE&T institute using **HTML**, **CSS** & **JavaScript** which provided researchers online platform to participate in conference.

Nanded City Guide Android Application (3 Team Members)

Jun 2014 - Nov 2014

- Designed **GPS** based **Android** application to locate nearby Healthcare, Security, Transportation and Entertainment services.

Case Study: Understanding Mozilla Firefox Browser (6 Team Members)

Jan 2015 - May 2015

- Analyzed components, source code, architecture and directory structure of Mozilla Firefox.
- Assessed performance of **memory allocator** of **Firefox** web browser to tackle high memory consumption problem and Investigated different strategies to improve performance of Mozilla Firefox by replacing its memory allocator.