Rohit Sahasrabuddhe

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EDUCATION

Master's in Computer Science   CGPA 3.62/4.0
University of Southern California, Los Angeles, California.   May 2019
Courses: Analysis of Algorithms, Foundation of AI, Machine Learning, Database Systems, Information Retrieval, 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

SKILLS

Programming	Java, C, JavaScript, HTML, CSS (Proficient)
	Python, PHP, C#, ASP.NET, VB.NET (Familiar)
Database	MySQL, MongoDB, Oracle 11g, PostGIS, NoSQL
Servers, Frameworks	Node.js, AngularJS, jQuery, Bootstrap, Android SDK, Git (Proficient)
& Tools	AWS, TensorFlow, Flask, Spring, Hibernate, Struts (Familiar)

WORK EXPERIENCE

Student Software Engineer   Jan 2018 - Present
USC Cancer Research Informatics Core, Los Angeles, CA. (1 Year)
- Provided cancer researchers a platform using ASP.NET, MySQL to study and maintain medical journals/articles.
- Designed a **responsive website** using Bootstrap, jQuery for Genomics team to maintain their laboratory services.
- Developed a room reservation and event management system for USC Norris Cancer Center using VB.NET, MySQL.
- Created **custom applications**, databases, surveys and **websites** for multiple cancer research groups to enable efficient reporting and analytics on various cancer studies.

Software Engineer   Sept 2016 - Aug 2017
Tata Consultancy Services, Hyderabad, India. (2 Year)
- Developed a **Java web** application using **Springs MVC** and **Hibernate 3** frameworks to view high level data related to all products manufactured at Ericsson Company.
- 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.

PROJECTS

LA Times Search Engine: Web Application   Oct 2018 – Nov 2018
- Imitated google search engine to search LA Times Articles using **PHP**, apache solr search platform and tika parser.
- Added **spell-corrector** and **autocomplete** functionality to search engine using solr fuzzy lookup factory.

Handwritten Digit Recognizer: Web Application (GitHub: https://git.io/fNVeH)   June 2018 – July 2018
- Trained a **Convolutional Neural model** built in Python to classify digits 0-9 using TensorFlow libraries.
- Integrated the trained model on a **flask** web application to classify user drawn images instantly.

Virtual Assistant (Chatbot): Web Application (GitHub: https://git.io/vpjYu)   April 2018 - May 2018
- Developed a **virtual interactive agent** using chatterbot Python api and Node.js for frequently performed conversations at stores.
- Extracted and analyzed dialog flow to train chatbot model according to an electronics store conversation.

Super Fruit Riot: Android Game (GitHub: https://git.io/vNkCJ) (2 Team members)   Oct 2017 - Jan 2018
- Built a **mobile game** like Candy Crush using Android Studio, where the user plays against an **AI agent**.
- Programmed an **intelligent agent** which dynamically selects next move depending upon current state and time remaining.

ICon3C: Website (GitHub: https://git.io/f4b9h)   Dec 2014 - Jan 2014
- **Launched a website** for International Conference using PHP, HTML, CSS & JavaScript providing researchers online platform to participate in conference.

Nanded City Guide Android Application (3 Team Members)   Jun 2014 - Nov 2014
- Designed a **GPS** based android application which accessed **user location** and suggested nearby public services.
- Wrote a Java utility to retrieve public services list from database according to user provided information.