SAHIB BIR SINGH BHATIA

MSc Computer Science

University of Liverpool, Liverpool, United Kingdom

Website: sahibbir.github.com/SahibBir

EDUCATION

· Master of Science in Computer Science, University of Liverpool, United Kingdom

Period: Jan 2021-Jan 2022

LinkedIn: www.linkedin.com/in/sahibbir

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<u>Core Modules</u>: Machine and Bio inspired Learning, Neural Networks and Evolutionary Optimization, Applied Algorithms, Data Mining and Visualization, Data Base Management Systems, Web Programming, Python Programming

Expected Grade: Distinction

Bachelor of Engineering in Electronics and Communication, Panjab University, India

Period: Jan 2016-Aug 2020

<u>Relevant Modules:</u> Computer Networks, MATLAB Programming, Concrete Mathematics and Discrete Mathematics, Linear Algebra and Complex Analysis

Grade: First Class Honors Degree (82%)

TECHNICAL SKILLS

• Programming Languages: C++, JAVA, Python

• Programming Experience: 1 years in C++/JAVA and >2 years in Python

• Web Programming Technologies: HTML, CSS, JAVASCRIPT, PHP, REST API, AJAX

DevOps Tools: Splunk, AppDynamics, Grafana, Prometheus, Autosys, SolarWinds, ServiceNow

• Platforms: Linux, Windows

• Tools: MATLAB, SQL, Slack integrations, Bash Scripting, JIRA

PROFESSIONAL EXPERIENCE

Gemini Solutions Private Limited

Technical Trainee – DevOps

India

Period: Jan-Sep 2020

Period: Jan-April 2021

- Hands on experience on supporting, automating, and leveraging configuration management and CI/CD processes.
- Monitored the critical applications running in the production environment using different monitoring tools like SolarWinds, AppDynamics and Prometheus
- Providing continuous debug support to developers as well as clients using our applications throughout the day for multiple financial markets of the world.
- Setup monitoring of new applications on both legacy as well as cloud servers using DevOps tools like SolarWinds, Prometheus Grafana and PagerDuty
- Automating the tasks in the pipeline using Autosys and Bash Scripting.

PROJECTS

1. Research Project, University of Liverpool

Topic: <u>Data Science in Cricket: Data Collection, Analysis and Modelling.</u>

- Research Project which evaluated multiple machine learning models used in the process of analysis and prediction of performance of a player in cricket.
- Member of a 5-person team tasked with presenting a literature review to our class. My responsibilities included studying the
 different machine learning models and their implementations in python and present a power point presentation on the same
 to our class.

2. Lab Booking Website, University of Liverpool

- The website allows students to book available lab sessions through a series of steps. The website is built with the help of HTML and CSS for the front-end design which helped me in capturing the essence of the university's famous color scheme and at the back end uses a PHP script which processes the different requests sent by the user.
- The website interacts with a user created database based on MySQL which stores all the information of available lab sessions as well as stores the information of all the bookings.
- The website can be accessed here: https://student.csc.liv.ac.uk/~sgsbhati/lb/p1.php

3. Dice Game, University of Liverpool

- The website allows the user to input the number of dice (ideally between 3-6) and then roll these dice and score some points based on the result of the roll he/she gets.
- The website uses a JS script at the backend to randomly output the result of the roll and also to calculate points and output the result to the user.
- The website can be accessed here: https://student.csc.liv.ac.uk/~sgsbhati/game.html

4. RGB Color Guesser Game

- The website allows the user to increase his/her awareness about how different values in the RGB array change the color. The user has to guess the color the mentioned at the top of the website [in an RGB array] and choose the correct color from the below 3 or 6 choices depending upon the difficulty chosen by the user.
- The website uses a JS script at the backend to randomly generate the RGB array and also the choices below. The website can be accessed here: https://student.csc.liv.ac.uk/~sgsbhati/Color_Game.html
- My LinkedIn article can be accessed here: article

5. Self-Driving Car Model

- Member of a 3-person team and responsibilities included programming the Arduino Uno and Raspberry Pi microprocessors, building the track for the car and presenting our work to the professors committee.
- The model used OpenCV software for image processing and was equipped with sensors around its body to avoid any obstacles which may come in its way. The full report of the project can be viewed here: https://github.com/SahibBir/ProjectSDC

Topic: Quad-Rotor Drone

• Member of a 4-person team and responsibilities included programming the Arduino Uno microprocessor, assembling and wiring the drone and presenting our work to the professors committee.

Period: March-April 2021

Period: Feb-March 2021

Period: Nov-Dec 2020

Period: Jan-May 2019

Period: July-Aug 2018