

EXPERIENCE

Parkaze Inc.

Software Engineering Intern

Boston, MA

May 2020 - August 2020

- Worked as a full-stack intern on Parkaze's mobile/web app team following Agile methods of development.
- Fabricated a robust and reliable product after taking it over from three developers while maintaining the speed of deliverable in a single sprint; completing 2.5 times more tasks.
- Refactored the existing code base, reducing its size by over 40% and introduced test-driven development that increased the reliability of the app by a significant margin.

GeekyAnts

Software Engineer

Bangalore, KA

Sep 2017 - May 2019

- Diligently administered several teams of varying sizes and delegated work appropriate to the individual to build solutions critical to the company.
- Pioneered the adoption of Flutter in the company and contributed to several Open Source projects. Co-author of "Flutter for React-Native developers" section of the official Flutter documentation.
- Lead developer for Konduko-StandApp project where I used Firebase ML vision APIs in combination with the camera to enable the app to detect barcodes, a method unique to the budding Flutter community. Made use of RESTful APIs to communicate with the backend. Deployed on the App Store and Play Store.

Aplynk

Software Engineering Intern

Bangalore, KA

Jan 2017 - March 2017

- Engineered a bridge between cloud components like E-Commerce Platform, CRM, and other Business Critical components to ensure real time data consistency, an iPaaS service written in **Java**.

UPCOMING ROLES

FALL 2020

- **ACM Project Lead** (Association for Computing Machinery) - Lead a team of 4 student developers.
- **SE Intern at PotatoTV** - As a core member of the product development team, I'll be taking ownership of new features for the mobile app, chrome extension and databases.

PROJECTS

Parkaze App (Dart, Flutter, Firebase, Cloud Functions, Trello, Bloc)

- Developed a production ready, scalable full-stack solution called Pakaze; built using Flutter, Firestore db, cloud functions for notifications, email/password auth, db events and payment functionality using Stripe.
- Adopted common data structures such as Sets, Stack for maintaining unique markers on the Map and search/sort algorithms for search field and sorting list of items to be displayed.
- Managed time and delivered new app versions every two weeks spending only 480 hours for an estimated complexity of 767 hours and finished over 130 tasks spread across 6 Sprints while following test-driven, documentation rich and iterative development process.
- Accelerated the integration of mobile/web app databases with experiments in docker containers, micro-services.

PotatoTV (Node.js, REST API, React-Native, JWT Dockers, Kubernetes, Chrome Extension)

- As a core member of the product team, developed, deployed and owned new features in the mobile app, backend and orchestrations on kubernetes
- Developed notifications in the mobile app with a potential to increase the user engagement by 88 percent.
- Coordinated the development of REST API and JWT authorization to secure Client-Server communication that increased the security of user data by a significant margin.

Deep Music (Python, CNN-RNN, Keras, XSEDE cluster, GPU, Google Colab)

- Trained a Neural Net using the FMA dataset to classify songs into genres. The network architecture involves use of a combination of CNN and RNN called CRNN.
- Utilized techniques such as parameter optimization, back propagation, regularization methods (Dropout layers, weight decay and batch Normalization) and gradient descent algorithm (Adam, SGD, RMSprop).

EDUCATION

Illinois Institute of Technology

Master of Computer Science *GPA: 3.83/4.0*

Chicago, IL

August 2019 - December 2021

Relevant Coursework: Computer Networks, Design and analysis of Algorithms, Advanced Database Organization

SJB Institute of Technology

Bachelor of Information Science and Engineering

Bangalore, KA

2014 - 2017

SKILLS

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| Programming Languages: | Python, JavaScript, Dart, Java, HTML/CSS, C++, SQL |
| Frameworks and Libraries: | Flutter, Node.js, Keras, TensorFlow, Django, React Native |
| Technologies: | Dockers, Kubernetes, JWT, Lambda, Cloud-Functions, Firebase, Git, REST API, Testflight |
| Architectures and SDLC: | Client-Server, MVVM, Micro-service, MVC, Agile Methods, Sprint planning |
| Algorithms, DS and OS: | Windows, Linux, MacOS, Sort, Search, BFS, DFS, Stack, Queues, Trees, Linked lists |

AWARDS

John Deere's Environmental Challenge

Recognized as a creative and thoughtful project in the category

Boilermake VII Hackathon

Jan 26, 2020