

Sangeet Asati

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Education

Masters in Computer Science (Aug 2016 – May 2018)

University of Central Florida - Orlando, FL

Bachelors in Computer Science (Aug 2011 – May 2015)

Rajiv Gandhi Technical University - Bhopal, India

Professional Experience

Graduate Teaching Assistant at University of Central Florida - Orlando, Florida (Jan 2017 – Current)

- Participate in the assessment process using a variety of methods and techniques and provide effective timely and appropriate feedback to students to support their learning for Course (Internet Applications)

Web Developer at Peersome Cars Pvt. Ltd. - Bangalore, India (Oct 2015 – May 2016)

- Use a combination of Markup languages to write web pages.
- Developed a REST API's that takes parameter in the request and generates a detailed response.
- Build reusable code and libraries for future use.
- Production, Modification and Maintenance of websites and web application user interface.
- Create and publish surveys for scaling and taking feedback from Clients about Websites.

Summer Trainee at Bharat Sanchar Nigam Ltd. - MP, India (May 2014 – May 2014)

Works with the Indian Government owned Network Services providing Company. Understand the Broadband Concepts, Modem Configuration (Bridge/Router Mode), CISCO router Interface and its routing techniques, TCP/IP, IPv4, IPv6 based Networking and Cyber Security Architecture (Spoofing, Phishing, Vulnerabilities threats).

Academic Projects

Analysing Movies Datasets (Python, Hadoop) (Oct 2016 – Dec 2016)

- Analyzing IMDB datasets contains 5000 movies list and MovieLens Dataset contains 27,000 movies list. Using Python - extract, parse, and clean up the data, removed rows from each table that did not have a complete tuple of information.
- Using MovieID with ActorName and DirectorName with Genre of the movies, data files are inputted to the first MapReduce job. After completion, it will generate output file, which will work as input to another MapReduce job. Another MapReduce job will generate the final output.
- Getting all desired data in the key-value pair. Sum up all the rating and do the average for predicting the success of future work of combination.

Gesture Recognition System (C++, OpenCV) (Feb 2015 – April 2015)

- In order to make GRS more robust, OpenCV library has been use. Taking input from the webcam and converting it into a form that can be process easily. Intercept the gestures from the input of webcam. Recognizing the gesture from a database of gestures and finally shows the output.
- In a gesture recognition system, the basic algorithms are use for some tasks like Background Segmentation, Edge Detection, Contour Detection, Convex Hull Detection and Features Extraction.

Snakes and Ladder Game (Java, Processing) (Aug 2014 – Jan 2015)

- Creates a Swing Application and add a FrameView for main GUI, where the board is visible and allows users to see where their tokens are. Players are creates and their current token position was maintains.
- A "Dice Roll" button which is a random value generator from 1 to 6. Use x and y co-ordinates to move the player's tokens in the correct position on the grid/board.

Programming Skills

Technologies: Java, Python, PHP, C++, HTML5, CSS3, JavaScript, REST.

Frameworks/Libraries: Hadoop, Laravel, AngularJS, Bootstrap, jQuery, OpenCV

Tools/Scripting: WordPress, Git, Bitbucket, Adobe photoshop, opnet, Windows MovieMaker, LaTeX

Operating Systems: Windows, Ubuntu, Linux.

Achievement

- Got 1st Prize in Inter College Chess Competition.
- Work as a Class Representative for a year during Undergrad. General concerns are, to encourage and informs about gathering among colleagues for participating in any cultural and sports activities.