SATHISH SEKAR

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EDUCATION

Masters of Computer Engineering *Fall 2013 - Summer 2015*
Texas A&M University *College Station, TX, USA*

· **CGPA:** 3.67/4.0

B.E in Computer Science & Engineering *August 2007 - April 2011*
College of Engineering, Anna University *Chennai, Tamil Nadu, India*

· **CGPA:** 8.58/10.0

WORK EXPERIENCE

Renault Nissan Technology and Business India Pvt. Ltd. July 2011 - July 2013
Software Engineer *Chennai, India*

· Developed a web application in Sales and Marketing domain to handle post sale issues for Renault Automobile customers worldwide. This was developed using **Struts Framework**.
· Developed and deployed web services for internal Renault applications.
· Designed and developed custom Data Loader application in JAVA which used BULK API of Salesforce.com for performing routine data loading and sync activities between Salesforce.com and local MySQL database.

TECHNICAL SKILLS

Programming Languages	C, C++, Java, Octave
Web Programming	HTML, JSP, JavaScript, PHP, CSS
Protocols & APIs	XML, SOAP, BULK API for SalesForce.com
Databases	Oracle, MySQL
Libraries	OpenCV for Computer Vision, OpenGL for Graphic Design
Frameworks	Struts for JAVA
Tools	IBM RAD, Rational Rose, SVN, Maven, GitHub
Servers	IBM Websphere 6.1, JBoss AS 7.1, XAMPP, WAMP
OS	Linux, Windows
Others	Adobe Dreamweaver, Adobe Photoshop 4, Microsoft Office

RESEARCH EXPERIENCE

Interactive Palm display system for ubiquitous environment Dec 2010 - Apr 2011
Implemented using OpenCV Library for C++

A system comprising a mini projector, a video recording device and a mobile computing device that enables the user to interact with a GUI object projected on his palm, using his fingertip. Detection of palm, fingertip, projected GUI objects and touch form the core components of this project. The system is implemented without the use of colored marker worn on fingertip. An algorithm to detect contour for identifying fingertip and a shadow based technique to sense touch was developed.

Sekar, S., S.K. Vasudevan, K. Velusamy, Y.M. Purohit and G. Alagappan et al., 2014. Ubiquitous palm display and fingertip tracker system using opencv. J. Comput. Sci., 10: 382-392.

http://thescipub.com/pdf/10.3844/jcssp.2014.382.392

ACADEMIC PROJECTS

· **Dynamic Bandwidth Controller** August 2013
Implemented using BSD sockets API in C++

· Implemented a dynamic bandwidth controller that allows users to prioritize their downloads by assigning individual bandwidth limits for each download.

Falling Balls Game Jan 2010
Interactive Single Player Game implemented using OpenGL kit for C

· A stick figure has to move horizontally to avoid falling balls. Implemented an algorithm to control the size, position and speed of falling balls as the game progresses.

Seminar Hall booking system July 2009
Web Application Implemented using PHP, MySQL and XAMPP server

· Developed an intranet web application that helps students and teaching faculty to book seminar halls available in my department. Mail alerts and Chat feature were also implemented.

Traffic Controller Simulator Jan 2008
Implemented using Hardware Descriptor Language

· Implemented an automatic traffic controller that efficiently routes traffic and alternatively adapts to a situation where a manual user controls partial traffic. Implemented the algorithm for a specific set of road structures.

9X9 Sudoku Solver July 2008
Interactive Sudoku Solver implemented using C++

· Implemented an algorithm that can solve 9X9 Sudoku puzzles based on the number of available input numbers and their positions.

GIT PROFILE

https://github.com/SattyS