

SHANTANU DEORE

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EDUCATION

Virginia Tech, Virginia	GPA: 3.97/4.0
Master of Engineering, Computer Science	Aug 2021 - May 2023
Vishwakarma Institute of Technology, Pune, India	GPA: 8.2/10.0
Bachelor of Technology, Computer Science	Aug 2015 - May 2019

EXPERIENCE

Software Engineering Intern, Cirrus Logic, Austin, TX May 2022 - Aug 2022

Tech Stack: Python, Javascript, Perforce, chart.js

- Enhanced a parsing tool that finds useful information between 2 versions of a project, hosted on Perforce and written in System Verilog(SV), by releasing 4 new versions
- Developed an interactive webpage consisting of trend charts to analyze and navigate through the reports generated by the parsing tool
- Streamlined the tool by implementing efficient algorithms to support features that make the information more readable for the end-user

Software Engineer, Quick Heal Technologies, Pune, India Jul 2019 - Nov 2020

Tech Stack: C++, Python, C#, Javascript, MySQL, Sqlite

- Introduced 'Threat-Tracking System' using a smart MySQL caching mechanism reducing escalation times significantly
- Optimized 'Threat-Tracking System' by implementing multithreaded processing of clients increasing performance remarkably
- Automated parts of testing by creating a module using NLP saving 10 hours/week for the team
- Addressed more than 15 escalations by developing optimal solutions for the detected issues, hence enhancing the quality of the product

Software Engineering Intern, Quick Heal Technologies, Pune, India Aug 2018 - Dec 2018

Tech Stack: C++, Python, selenium, Javascript, MySQL, Sqlite, SQL

- Increased detection score for threats by 20% by developing a mechanism to catch sensitive data in a PDF
- Built a tool to create and add Regular Expressions of sensitive data in the DLP engine to better development quality and reduce manual efforts
- Automated the installation of an internal tool by creating a python script which saved 3 hours/week for the team

SKILLS

Languages: Java, Python, C++, JavaScript, TypeScript, Kotlin, C#

Web Development: Vue.js, React.js, D3.js, Node.js, HTML, CSS, Django, Figma, GraphQL, MongoDB, jQuery

Software and Tools: IntelliJ IDEA, Visual Studio, Android Studio, Eclipse, Jupyter Notebook, Tableau, Observable

Others: Git, Agile, JIRA, GitHub, BitBucket

TEAM PROJECTS

RideNow - Ride Sharing Application Java, MySQL, JPA, REST API, PrimeFaces, WildFly, AWS

- Developed a cloud software application to promote the benefits of carpooling allowing drivers to post rides and riders to search for rides
- Integrated map feature with time and fare estimates of the journey for the drivers and riders using APIs
- Maintained a database to make the previous rides visible helping users in making decisions for the next rides
- Implemented a smart search mechanism with caching to help riders find the correct rides easily and quickly

Rodent's Revenge - Windows game Java, Multi-threading, Swing, AWT, Object-oriented

- Programmed a windows game with a user interface where the user plays as a rat with a mission to block the cats using movable blocks
- Consolidated the game using Object-Oriented concepts for the movable and immovable items to provide the best possible performance
- Leveraged multi-threading to define the movement of cats simultaneously to make the game more engaging

Learning-To-Rank on Medical dataset Python, LTR, Keras, Tensorflow, ML, NLP

- Established a model to rank documents on medical specialty instead of traditional classification to emphasize priority among events in the medical field
- Ranked the documents using the 'BM25' score instead of term frequency improving results by 60%
- Incorporated ML using pairwise 'LTR using RankNet' reducing the computational efforts drastically