Soham Ghormade

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SKILLS

Programming Languages: Proficient : C#, Prior Experience :Java, Python, C++,
Machine Learning Libraries: scikit **Operating Systems** :Academic Experience :Linux
Deep Learning Frameworks:TensorFlow, Keras
Tools: Microsoft Visual Studio, TFS, Agile Central, TeamCity, **Version Control:** Git

EDUCATION

Master of Science in Mechanical Engineering Dec 2014
Stony Brook University, Stony Brook, NY Overall GPA:3.73/4.00

Bachelor of Engineering in Mechanical Engineering May 2013
University of Mumbai, Mumbai, India Percentage: 75 %(First Class)

MOOCs:Intro to Machine Learning, Neural Networks,Convolutional Networks, Princeton Algorithms Part I

PROJECTS

Deep Learning Projects Jan -Feb 2017

- Used Conv Nets to identify pedestrians and cars using bounding boxes by implementing the YOLO paper.
- Implemented the DeepFace paper ,mapped images to encodings, and used for facial recognition and verification
- Generated novel artistic images using neural style transfer algorithm
- Tools used:TensorFlow, Keras

AI For Robotics MOOC Dec 2016 – Jan 2017

- Implemented particle and Kalman Filters, well as PID controller as part of the course.
- Tools used:C++

Robots: Line Follower, Parallel Park, Self-Balancing and Maze Solver (Final Project) Spring 2014

- Designed, modelled, built from scratch and programmed a fully functional robot to navigate the maze using Wall Follower Algorithm, All projects involved use of microcontroller, IR and ultrasonic sensors
- Tools used: C,Arduino

EXPERIENCE

Software Developer II, ANSYS Inc., Canonsburg, PA Oct 2017 - Present

- Refactor existing simulation application to enable better integration with geometry application.
- Create a clean API with minimum dependencies ,organized interfaces into independent components which can be packaged for re-use ,enable ability to switch individual components of the application
- Minimize impact to regressions and API breakages by systematically deprecating methods,
- Apply clean architecture and SOLID principles especially dependency inversion principle.
- Mentor co-ops and interns in their work assignments and shortlist candidates for on site interview

Software Developer I, ANSYS Inc., Canonsburg, PA Jul 2015-Oct 2017

- Fixed customer defects as well as hang issues to improve overall user experience.
- Included unit tests instead of regressions along with defect fixes to prevent future issues.
- Served as the team's subject matter expert for localization of the product
- Investigated performance profiles to track down performance degradation hotspots.
- Coordinated communications and served as primary point of contact for one of the teams we work with
- Tools Used: C#, C++, Python, Visual Studio 2012, TeamCity, Git, TFS, Agile Central