

SuruchiSingh

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(315) 949-8876 | Bridgewater, NJ

Education

Syracuse University

Master of Science, Computer Science

Syracuse, NY

May 2018

Pune Institute of Computer Technology

Bachelor of Engineering in Computer Science

Pune, India

May 2015

Related Coursework

Algorithms, Advanced Data Structures, Object Oriented Design, Mobile Application Programming, HCI, Operating Systems, Advanced DBMS, Cloud Computing, Compiler Design, Software Engineering

Industry Experience

Saama Technologies

Associate LSAC Engineer

Bridgewater, NJ

July 2018 – Present

- Building applications using Redshift, JavaScript, PostgreSQL, Python to visualize and analyze clinical data

iConsult, Syracuse University

Web Developer

Syracuse, NY

Sep 2017- May 2018

- Led the team to remodel Mountain Goat Run website using WordPress by communicating with the client

INautix Technologies, India, Pvt. Ltd., A BNY Mellon Company

Applications Developer Trainee

Pune, India

Oct 2015 - June 2016

- Developed products to calculate risk profiles and provide investment models using Java, JavaScript, HTML

Harbinger Solutions

Project Intern

Pune, India

Aug 2014 - May 2015

- Led the project to deliver an automated Recruitment System using ASP.NET MVC framework with C#.

Selected Projects

Art Corner (<https://github.com/Suruchi12/ArtCorner>)

Spring 2018

- Programmed a social networking app in Swift 4, to share favorite art images from user's own Photo Library
- Browse Wikipedia for more information or search for any location on the Map. Used Firebase for the backend

Operating System built on JNachos

Fall 2017

- Designed and implemented an Operating System that incorporates process synchronization, concurrent process implementation, system call handlers and virtual memory management

Remote Code Publisher

Spring 2017

- Developed a Repository which stores files using key/value pairs incurring constant time look up using C++ that supports file persistence and the acquisition and publication of source and document files
- It also has the capability to access the Repository's functionalities over a communication channel that supports client access to the publisher from any internet enabled processor

Network Anomaly Detection

Spring 2017

- Used MapReduce to detect a change in the user's details called an event when the user enters a network
- Each anomaly is given a factor according to the intensity of impact it has on the network. If the event's anomaly factor is greater than the threshold set by the administrator of the network, the event is red flagged

Independent Seminar

Reinforcement Learning in First Person Shooter (FPS) games

Aug 2013- May 2014

- Demonstrated and implemented how Sarsa, Q-learning and A star algorithm can be effective in navigation and collection of items along the path in FPS games

Technical Skills

C, C++, Java, Swift, SQL, C#, .net, Hadoop, Linux, Unix, HTML, CSS, Python, JavaScript, PHP, XML, Git, Redshift