

# VIKAS DAYANANDA

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## EDUCATION

**University of North Carolina at Charlotte, NC.**

Dec 2017

Masters in Computer Science specializing in Data Science and Management Systems.

GPA: 3.75/4.00

**Visvesvaraya Technological University, Belgaum, India.**

2012-2016

Bachelor of Engineering in Computer Science.

GPA: 3.70/4.00

## TECHNICAL SKILLS

- Programming : C, C#, JAVA, R
- Database Tools : MySQL, MongoDB, SQL Server
- Web based Technologies : Node.js, Angular ,React, PHP, HTML 5.0, CSS, JavaScript, Bootstrap
- Software Methodology : Agile
- Frameworks : ASP.NET, Spring, MVC, Hibernate
- Tools and IDE : Eclipse, Visual Studio, VB, Tableau, Weka, Android Studio, MSOffice
- Operating System : Windows, Unix, Linux, Mac

## WORK EXPERIENCE

**GRADUATE TEACHING ASSISTANT**

**January 2017 - Present**

**Course: Introduction to game design and development**

- Assist professor in lectures. Prepare lecture notes and slides. Grading assignments, projects and exams are some of the important duties.

**WEB DEVELOPER-INTERN**

**July 2015 - January 2016**

**BLR24.COM, Bangalore, India**

**Language/Technology: C# with ASP.NET MVC Framework, MySQL**

- Developed a Web application where users can view available Flats, Homes for Sales and Rent and get the owner information.
- Developed a database system for the company to manage user data, admin data, and property data.

## PROJECTS

**Blood Bank Management System:**

- A Web Application used to Request and Donate Blood, Find Donors and also to educate people about blood.
- Developed using Node with Express.js ,HTML and MongoDB.

**Graduate School Predictor:**

- An Application used to predict admission possibilities of a student (US citizen/International) into Graduate Schools in thousands of universities across the USA.
- Developed using R Language and Shiny package.

#### **Face Detection System:**

- An Application for intelligence agencies and police department to store and retrieve criminal records and identifying criminals by scanning images.
- Worked with PHP, MySQL and Kairos API.

#### **Flight Luggage Sharing System:**

- Web based application to facilitate baggage sharing between flight passengers.
- Worked with MySQL, Java, Servlets, Html, Java Script, JQuery and Ajax.

#### **Sentimental Classification of tweets:**

- An Application used to dynamically fetch the tweets from the twitter and use Hadoop tool to perform sentimental analysis on the tweets to obtain reviews (positive, negative or neutral) of the product.
- Worked with JAVA, MySQL, HADOOP.
- Published a paper on the same in “*National Conference on Convergence of Science , Technology & Management (NCCSTM-2016)*”.

#### **Classification of ‘Saatchi Art’ Paintings:**

- Developed a code to classify paintings based on price with high precision.
- Classification Algorithms such as J48, Naive Bayes, and Random Forest was applied.
- Python was used to scrap data, R language to pre-process and Weka tool was used to classify.

#### **CLANDESTINE GAME:**

**Website:** <https://sites.google.com/view/clandestinegame>

- A 2.5D RPG game made in RPG MAKER MV as the term project in the game design and development class. This game was awarded as the best project in the class.
- Developed using RPG MAKER MV and JavaScript.

#### **CURRICULAR ACTIVITIES**

- Certified in “**JAVA/J2EE ENTERPRISE APPS**” from NIIT limited, India in association with Oracle.
- Member of the campus platform Connectiveplus WEB and completed a semester period as an intern.
- Participated in the courseware certification by Gostartups.in on: Management and Entrepreneurship in association with Cweb.
- Volunteered in “International Fest 2016” organized by UNC Charlotte, September 2016.
- Student Ambassador, volunteered at the Career Fair organized by UNC Charlotte, September 2016.

#### **COURSEWORK**

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|---|---|
| • Algorithm and Data Structures             | • Knowledge Discovery in Databases      |
| • Software System Design and Implementation | • Database systems                      |
| • Survey of Programming Languages           | • Computer Graphics                     |
| • Game Design and Development               | • Network Based Application Development |
| • Cloud Computing for Data Analysis         | • Business Intelligence and Analysis.   |