

ANKIT BHAWSAR

bhawsarankit10@gmail.com [linkedin.com/in/ankitbhawsar/](https://www.linkedin.com/in/ankitbhawsar/) github.com/abhawsar10 ankitbhawsar.com Availability: September 2023

EDUCATION

University of California, Berkeley

Master of Analytics — GPA: 3.76/4

August 2022 - August 2023

Berkeley, California, USA

University of Southern California

Master of Science in Computer Science — GPA: 3.8/4

August 2020 - May 2022

Los Angeles, California, USA

Savitribai Phule Pune University

Bachelor of Engineering: Information Technology — GPA: 9.4/10

August 2016 - May 2020

Pune, India

RELEVANT COURSEWORK

Analysis of Algorithms	Database Systems	Advanced Computer Vision	Machine Learning
Artificial Intelligence	Web Technologies	Software Design and Modelling	Software Testing and QA
Information Retrieval	Cloud Computing	Software Engineering and Project Management	

TECHNICAL SKILLS

Languages: Python, Java, C++, MySQL, MongoDB, HTML, CSS, JavaScript, TypeScript, R

Frameworks: Django, NodeJS, Express, Angular, React, Bootstrap, Android SDK, Flask, Git, Docker, Tailwind, Firebase

Technologies: AWS, Azure, GCP, RESTful API, Jira, SQL, PostgreSQL, OpenCV, PyTorch, Pandas, Keras

EXPERIENCE

Software Engineer

May 2023 - August 2023

kwikkart

Berkeley, CA

- Core Team Engineer at kwikkart, driving the end-to-end implementation of an AI-powered seamless checkout solution, aiming to reduce time in-store by up to 60%
- Collaborated closely with the CEO and CTO to revamp the backend architecture, cultivate the database schema, and design most API calls, ensuring seamless integration between the front-end, mobile, and firmware teams
- Deployed the application to AWS Elastic Beanstalk, achieving a 70-80% reduction in deployment time and establishing connections to a PostgreSQL database on RDS, effectively managing 2TB of data storage and retrieval
- Utilized AWS SNS and Firebase Messaging Service integration to automate communication between database, firmware, and mobile app components, with the assistance of Lambda Functions
- Contributed to the startup's growth trajectory, playing a key role in building relationships with high-profile clients like DoorDash, Shipt, and Point Pickup, securing their interest in participating in pilot programs

Teaching Assistant for Machine Learning

August 2021 - May 2022

University of Southern California

Los Angeles, CA

- On-campus employment as TA/ Course Producer for CSCI 567 under Prof. Victor Adamchik and Prof. Haipeng Luo
- Led a team of 4, creating 3 Machine Learning programming assignments from scratch for students' coursework. Assignments based on Computer Vision, Decision Trees, and Auto-encoders are still in circulation today
- Counseled students during office hours, coordinated class workshops, set up exam questions, and mentored 2 newly hired graders

PROJECTS

Indexing Fox News Webpages using Solr | *Solr, Lucene, PHP, Python*

Information Retrieval

- Configured Apache Solr server to index a set of 50,000 Fox News HTML webpages and enabled HTTPS requests to the server
- Implemented PageRank algorithm using networkx library to calculate ranks of all webpages
- Created a front-end PHP search engine client for users to submit queries to both, Page Rank and Lucene algorithms
- Found an average overlap of 6% in the results of ranking strategies used by Lucene and Google, indicating differences in techniques

USC Films - Website | *Angular, NodeJS, ExpressJS, Google Cloud Platform*

Web Technologies

- Developed a Web App using Angular, Bootstrap, and HTML5 showing the latest movies and TV shows and allowing users to watch trailers, and get recommendations based on selected movies
- Utilized TMDb API to fetch movie, TV, and actor data and YouTube's API for showing trailers
- Used Web Storage API to implement a watch list where users can manage a personal list of movies and TV shows
- Wrote backend using ExpressJS and hosted app on Google Cloud platform

Game playing AI Agent for 'Go' | *Python*

Reinforcement Learning

- Created game-playing agents to compete in the board game 'Go' using Artificial Intelligence techniques.
- Employed 2 different techniques: Minimax with Alpha Beta pruning to play against amateur and random opponents, and Q-Learning, to be pitted against competition-level opponents.
- Applied self-devised heuristics based on research papers to train bots using Q-Learning.

ACTIVITIES

- Active part of organizing team at Door Step School, an NGO involved in education for underdeveloped communities
- Cal Adventures Level 1 Licensed Sailor
- Junior Engineer of the VEX Robotics team at USC, ranked 5th in the World