ABHILASH SULIBELA
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OBJECTIVE:

To pursue a challenging career implementing the knowledge gained through both theoretical and practical means for the betterment of mankind.

EDUCATION:

Master of Science in Computer Science & Engineering
University of Texas at Arlington, TX **[Aug 2018 -]**
Relevant Courses: Artificial Intelligence – 1, Data Mining, Neural Networks

Bachelor of Engineering in Computer Science & Engineering **Grade: 69.25 %**
Jyothy Institute of Technology, Bengaluru, India **[Aug 2012 - Jun 2016]**

- Relevant Courses: Data Structures, Design & Analysis of Algorithms, Object Oriented Programming, DBMS, Networks, Advanced Computer Architecture, Operating Systems, Unix Shell & System Programming, Finite Automata & Formal Languages, Microprocessors

WORK EXPERIENCE:

Software Engineer | Infrrd Inc, Bengaluru, Karnataka, India **[Sep 2016 – July 2018]**

- Worked on Document classification product using Natural Language Processing.
- Responsible for designing & developing major components using Topic Modelling
- Responsible for designing and developing REST API's, Custom Spellchecker, Image Processing, Feature extraction
- Built artificially intelligent cloud based real-time scalable application using Apache Storm, Apache Kafka

Trainee Software Engineer | RareMile Technologies Private Limited, Bengaluru, India **[July 2016 – Sep 2016]**

- Worked on B2B enterprise project that offers image processing services
- Responsible for designing and developing implementations for several image processing algorithms using OpenCV.

TECHNICAL SKILLS:

Programming Languages: Java, Python, JavaScript, SQL, HTML, CSS
Frameworks, Libraries & Tools: Spring, Android, Git, AWS, Tensorflow, Keras, Spacy, Apache Storm / kafka / OpenNLP, Mallet, MongoDB

PROJECTS:

Document Classifier **[Sep 2017 - Nov 2017]**

- Using NLP, the documents from various sources had to be classified as Hotel receipts, Parking tickets, Grocery bills etc. Designed & developed a micro service using topic modelling and trained classifiers using Mallet & Apache OpenNLP.

Professor – X (Akinator replica) **[Feb 2017 – May 2017]**

- It uses Machine Learning to answer an unknown entity by posing several questions to the end user. It is the advanced version of the famous household game "20 Questions". I was responsible for leading the project from concept to launch. Designed & developed the backend using Spring Boot Framework

Intelligent Text Extraction **[Sep 2016 - Aug 2017]**

- Using OCR, specific information such as Name, Address, Dates, ID etc. are to be extracted from document images. Responsible for various components such as Image processing, Feature extraction, Spellcheck.

NewSpeak **[Sep 2016 – Dec 2016]**

- A virtual AI news bot using Google Speech API and NYTimes news API. Designed & developed an android application with a fun and intuitive UI/UX

Face Detection System **[Aug 2016 - Sep 2016]**

- Designed & developed using OpenCV & Haar Cascades to detect faces at the entrance of a tech event. The system was designed to greet the visitors with a quirky message upon detecting a face.

EasyInfra **[Sep 2015 - May 2016]**

- Design & developed a solution to predict vehicle traffic in real-time using AI & existing tools in cloud (Google Compute Engine)

Windows Speech API based Intelligent Assistant **[July 2015 - Aug 2015]**

- A desktop application developed in C# using windows Speech API to recognize voice commands and translate them into various actions such as opening / closing applications, Note-taking etc.

2048 Game (A replica) **[Feb 2015 - Mar 2015]**

- Designed & developed a replica of the famous 2048 game using c++

School Search **[Dec 2014 - Jan 2015]**

- Design & developed a web application using Google Maps API v3 to search for schools in the city with an intuitive UI

PUBLICATION:

Dynamic Transportation Infrastructure Survey, Planning & Simulation tool - EasyInfra | Emerging Trends in Engineering Technology **[Apr 2016]**