Abishek Sethuraman

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Education

University of Florida - Gainesville, FL (USA)   **[August 2016 – May 2018]**

Master of Science in Computer Science   **3.73 GPA**

University of Mumbai - Mumbai (India)   **[May 2006 – June 2010]**

Bachelor of Engineering in Electronics

Technical Skills

Languages: Java, C#, JavaScript, HTML, PHP, Python
Web: Node.js, JQuery, React, Express.js, Laravel
Machine Learning: Numpy, Scikit-learn, SOMPY
Database: MySQL
Game Development: Unity3D, Ulink

Work Experience

University of Florida - Graduate Teaching Assistant   **[January 2018 – May 2018]**

  Teaching Assistant for COP5556 Program Language Principles (Dr. Beverly Sanders).

KARMIC PIXEL- Associate Software Programmer   **[February 2015 – July 2016]**

  Game Networking Solution: (C#)
  - Developed a Realtime Multiplayer Networking solution over UDP for Android OS to support games developed in Unity3D.

  Realtime Price & Product Comparison Platform (PHP-Laravel, jQuery, MySQL):
  - Developed a Web Application aggregating product information from various e-commerce portals via APIs and Web Crawling.
  - It was accessible on a common portal, powered by a partial semantic search capability.

THCNOW- Senior Web Application Developer   **[December 2012 – January 2015]**

  E-commerce Website Development (PHP, JavaScript, jQuery, HTML):
  - Full stack development for Web based applications using MVC Frameworks and Content Management Systems.
  - Devised various features such as Stock Management, Vendor Management and Shopping Statistics for these websites.

  Customer Relationship Management(CRM) (PHP, JavaScript, jQuery, HTML):
  - Designed the database architecture and developed modules like Contact Management, Invoicing and Order Management, and Document Management for an automotive commerce agent.

HAPPEMILES - Head Of Operations - Content & Training   **[May 2011 - November 2012]**

  - Recruited, trained, and managed teams of Content Developers, Trainers, Admin and Support Staff.
  - Developed employee reporting and performance rating system using Web Technologies.
  - Developed new courses and content, and conducted training sessions for college students in fundamentals of C, HTML, PHP and JavaScript.

Academic Projects

Internet of Things Platform in Xinu (C, Node.js, Linux, Xinu OS)   **[November 2016-December 2016]**
  - Designed and implemented a device driver, using XINU OS, on BeagleBone Black for the Internet of Things CEB model.
  - Interfaced with an analog and digital sensor, to feed sensor readings to the Cloud using the CEB Architecture.
  - Extended communication between sensors and actuators via UDP to facilitate interaction between "things".

Compiler (Java)   **[November 2017-December 2017]**
  - Implemented a Compiler for a language designed to make simple manipulations to images.
  - Implemented Scanner, Parser, Type-Checker, and Code Generator (Java Byte Code).

Urban Gardener (Node.js, Bootstrap, Oracle)   **[March 2017-April 2017]**
  - Implemented a web application using Node.js and Express framework that helps aggregate urban tree planting data.
  - Designed and Implemented an Oracle Database capable of handling a million tuples for the web application.

Image Segmentation Using Clustering Algorithms (Python, Scikit-learn, Numpy, SOMPY)   **[March 2018-April 2018]**
  - Implemented Image Segmentation on RGB and Hyperspectral Images using K-means, Fuzzy c-means and Self-Organizing Maps.