





Ashwin Gayash

U.S. Permanent Resident
Product Manager

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Education

Carnegie Mellon University,
Tepper School of Business
Aug 2014 - Dec 2017

Master of Business Administration

Carnegie Mellon University,
School of Computer Science
Aug 2006 - Aug 2008

Master of Science in Software
Engineering, Computer Science

R.V. College of Engineering
Aug 1998 - June 2002

Bachelor of Engineering (B.E.),
Computer Science

Business Skills

Cross-functional teams

Consumer Insights

Design Thinking

Agile Methodologies

Technical Skills

Java

Python

Excel

R

C

(*)[The skill scales are from 0 (Fundamental Awareness) to 6 (Expert).]

Interests

Education outreach, online-classrooms, teaching, software engineering, networking, operating systems, distributed architecture, agile methodologies

Experience

Product Manager - Software education

GOCARTAI, Sunnyvale

May 2019 - present

- Developed core curriculum for the outreach program to augment computer science skills and interview preparation for a non-profit organization in India - Premier Center for Competency Training (affiliated with National Skill Development Corporation)
- Expanded and worked with lead engineers from in Silicon Valley who volunteered to provide online/web-based classes in rural educational institutions in India.
- Helped expand the outreach of vocational training and computer literacy to 25 rural districts in the state.
- Served as initial faculty for data structures and algorithms, in the initial phase

Product Manager - Small scale automation

GOCARTAI, Sunnyvale

May 2017 - April 2019

- Led the product effort with an early stage startup that is developing an AI based robotic platform for shopping carts, luggage loaders and home tasks.
- Developed a data clustering technique to identify top partners and structure incentive programs that deliver ROI.

Project Lead - AR-Classroom

Department of CS, Carnegie Mellon University

May 2016 - Aug 2016

- As part of graduate MBA coursework, worked with students in the CS department on an Augmented Reality concept using Unreal Engine to provide a more realistic classroom experience for Hybrid-MBA students taking classes remotely.
- Put together an executive statement of work with *Vidyo* partnered with CMU.

Senior Software Engineer, Cisco IOS-XR Team,

Cisco Inc, San Jose

May 2012 - Apr 2014

- Cross-functional Product Management experience- assigned to work directly with AT&T for the ISSU product, engaged in user-experience based design feedback and integration.
- Recipient of the Cisco Innovation Award (CORBU) for implementing the industry first scaled solution for ISSU, a feature that is being used by all of Cisco's customers and has enabled the reduction of network maintenance costs and time by over 15 %; patented.
- Conducted technical training sessions for 300 sales/marketing teams annually bridging the language gap between teams.

Software Engineer, Cisco Platform Team,

Cisco Inc, San Jose

May 2008 - Apr 2012

- Worked on Cisco IOS XR operating system building features for one of Cisco's flagship products- CRS in the service provider segment, a \$20 Billion USD market space constituting more that 21 % of Cisco's revenues with more than 150 clients across the world.
- Received Cisco Outstanding Performance Awards for years 2013, 2012 and 2011

Publications, Patents

- Provisional patent US 62/923,565: Recurrent neural network based connected essentials with inverse reinforcement learning based learning of optimization to users needs, 20 Oct, 2019
- Invited talk "Smart Traffic-predictive matching system minimizing time augmentation to commute", At The Product School, San Francisco, Dec 2016
- Invited Panelist " Skill-area transition after B-school", Tepper Alumni Meetup, Dec 2018
- White paper on Cisco Process Migration, Published at Cisco Systems, Inc, 2013