ADITYA AGRAWAL

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EDUCATION

- M.S. in Software Engineering spec. in Data Science - San Jose State University — Aug'19 - May'21
- B.E. in Information Technology - SRCOEM — Jul'15 - May'19

RELEVANT COURSEWORK

Enterprise Distributed System, Software Systems Engineering (Design Patterns & Agile Methodologies), Enterprise Software Platforms, Data Mining, Large Scale Analytics, HCI Security, Data Structures, Design Analytics & Algorithms, Operating Systems, Database Architecture, Object Oriented Programming

TECHNICAL SKILLS

- Programming Languages: Proficient with Python, Java, C++ and JavaScript
- Web Technologies: HTML, CSS, NodeJS, ReactJS, REST
- Deployment: Docker, Amazon AWS
- Operating Systems: Linux, MacOS, Windows
- IDE/Tools: Sublime, IntelliJ, Jupyter, GitHub, PyCharm, jUnit
- Database: MySQL, MongoDB
- Agile Methodologies: Scrum, Kanban
- Data Science (Python): Model Production (Scikit-learn, Statsmodel, Tensorflow), Data Visualization (Seaborn, Matplotlib and Tableau), Data Representation (Pandas, Numpy, NLTK), OpenCV

WORK EXPERIENCE

KloudData Inc. (Software Developer Intern) — Jan'19 – May'19

- Developed an Android application for Shell Oil which retrieves data from network and uses it to perform different calculations and predictions and later display the same to user in interactive ways such as graphs using various visualization libraries.
- Developed a Data Model on employees working pattern from their incoming and outgoing data provided by the company. Later suggested ways to maximize their work output.

PROJECTS

- *Rinnovation (Renovation) [Link]* — Python | docker | iOS | AWS EC2
  Developed an iOS application which will help people buying real estate to renovate and then rent or resell it to maximize buyers' profit. Containerized and Deployed on Docker and AWS EC2 respectively.

- *Traffic Accident Analysis [Link]* — Python | Scikit-learn
  Developed a Machine Learning model which predicts the location where accidents are more likely to happen, given the time and given weather conditions, which it takes through an API. DBSCAN was used for clustering whereas Random Forest for Classification. Google Maps API was used to plot the location.

- *Drawscillate [Link]* — Java | jUnit
  Developed an audio-visual game to build focus and at the same time, fun to play. It is a modern take on classic Buzz Wire game. Major purpose of the project was to apply Design Patterns and use Agile methodologies to understand how a team works.

- *Vehicle Speed Detection and Number Plate Estimation [Link]* — Python | NumPy | OpenCV
  Developed a tool to detect average vehicle speed on road by analyzing video footage instead of hardware sensors. Also, it detects number plate of the vehicles which exceed the permitted speed.

- *Handshake (In progress)* — JavaScript | ReactJS | NodeJS | MySQL
  Developing a full stack replica of Handshake web application. Frontend is build using ReactJS and Backend using NodeJS. Deployed on EC2 instance.

- *Other Academic Projects*
  Starbucks GUI Application, Plagiarism Detection Tool [Link]

ACHIEVEMENTS AND CERTIFICATIONS

- Lead a team of 4 for final round of Smart India Hackathon 2017-18 conducted by Government of India, participated in 3 other Hackathons.
- Udemy: Data Science and Machine Learning [Link]