AJINKYA MALHOTRA

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EDUCATION

CSU Sacramento, B.S in Computer Science **Major GPA:** 3.70/4.00 **Expected Graduation**: Spring 2019

SKILLS

- **LANGUAGES/WEB SKILLS:** Java, C, C++, CUDA, HTML, CSS, Python, SQL, CLIPS, JavaScript, ReactJS
- **TECHNOLOGIES/TOOLS:** Git, Jira, Jenkins, Confluence, Gradle, TensorFlow, TFLearn, Nsight
- **APPLICATIONS IDE:** Eclipse, IntelliJ, MySQL, WinSQL, Visual Studio Code
- **OPERATING SYSTEMS:** Windows, Unix/Linux

RELEVANT WORK EXPERIENCE

SOFTWARE ENGINEER INTERN, VSP, SACRAMENTO, CA (Java, JBehave, CI/CD) **Jun. 2018 – Present**

- Currently developing and executing selenium, smoke and regression tests on the staging environment.
- Currently performing functional tests on the web portal application.

GRADER, SACRAMENTO STATE, CA (Advanced Computer 3D Graphics) **Aug. 2017 – Present**

- Help, guide and grade students' assignments and answer questions during online discussions.

ACADEMIC PROJECTS

MOBILE LEARNING APPLICATION (Java, AWS, Android) **Nov. 2018**

- Deployed existing application on Android and Amazon AWS cloud using EC2 instance and RDS database.
- Configured classic load balancer to distribute network/application traffic across a cluster of servers.

2D TILED IMAGE CONVOLUTION (CUDA, C, Parallel GPU Programming) **Mar. 2018**

- Implemented a tiled image convolution CUDA kernel which utilizes shared memory and constant memory.
- Input data is loaded/titled from global memory to shared memory, to reduce the number of reads.
- Constant memory is used to store the constant convolution mask data.

HISTOGRAM (CUDA, C, Parallel GPU Programming) **Apr. 2018**

- Implemented an efficient Histogram algorithm using privatization technique for an input array of Integers.
- 4096 Histogram bins use unsigned 32-bit counters that are saturated at 127.

FIREARM CLASSIFICATION (Python, CNN, TensorFlow, TFLearn) **Oct. 2017 – Dec. 2017**

- Designed a Neural Network (NN) using TFLearn to classify different types of firearms.
- Achieved 85% accurate results for 1000 epochs using the Alex NET architecture.
- For Machine Learning purposes, created and organized training and testing dataset.

CHESS MASTER (Java, Minimax, DLS, IDS) **Sept. 2017**

- Designed a human vs CPU chess-like game and created a computer player, using Minimax algorithm.
- CPU player is optimized through Alpha-Beta pruning, Depth Limited Search and Iterative Deepening Search.

ATTENDANCE TRACKER (Java, API, HTML, CSS, JavaScript) **Mar. 2017 – Jul. 2017**

- Created an application by using Google Sheets API to record attendance.
- Developed a portal for students to register their attendance and for professor to keep track of attendance.

CAR RACE (Java, Codename1) **Dec. 2016**

- Designed a CPU vs PLAYER, car race game by utilizing OOPs Concepts, MVC, design patterns and CN1.
- Developed GUI and key bindings to get user input for maneuvering the players' car.

COURSES

Parallel Programming with GPU's	Intelligent Systems	Advanced Computer Graphics
Advance Alg. design and Analysis	Software Engineering	Object-Oriented Graphics
Data Structures and Alg. Analysis	Computer Organization	Database Management Systems
Computer Theory and Prog. Lang.	Calculus I & II	Differential Equations
Probability and statistics	Applied Linear Algebra	Business and Computer Ethics