

Ajish Sekar

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SUMMARY

I'm a MS CS student from Georgia Institute of Technology, looking to join a challenging team. Some of my notable achievements include, receiving an award from the education minister of India for ranking 3rd nationwide (~1 million students) when graduating from high school, and qualifying to the finals of Google's 'Build for Digital India' competition.

EDUCATION

Georgia Institute of Technology, Atlanta (2021 – Expected Dec 2022)
Master of Science in Computer Science

National Institute of Technology, Tiruchirappalli (2016 – 2020)
Bachelor of Technology in Computer Science and Engineering, Minor in Economics (CGPA 9.31/10.0)

SKILLS

Programming Languages	: Python, Golang, C/C++, JavaScript, Java, Solidity
Technologies	: ReactJs, NodeJs, Android, Flask, Blockchain
Databases	: MySQL

COURSES

Data Structures and Algorithms, Machine Learning, Cryptography, Natural Language Processing, Database Management, Computer Networks, Operating Systems, Compiler Design, Artificial Intelligence and Computer Vision.

PROFESSIONAL EXPERIENCE

Gobumpr – Software Engineer Intern (Jun'19 – Jul'19)

- Built API's in Nodejs and UI in Android to aid managers in tracking employees' progress.
- Built a feature that allowed employees to perform sales of vehicle oils through the Android application.

Inkmonk – Software Engineer Intern (May'18 – Jul'18)

- Developed a prototype user interface using three.js that rendered a 3D model of the product and reflected design changes in real time to provide a better estimate of the real product.
- Made UI enhancements and fixed bugs in the react application to improve the user experience.
- Built API's using flask.

PROJECTS

Permissioned Distributed Storage System (Jan'20 – April'20)

This is a distributed storage system with fine grained access control built upon IPFS. A blockchain is used to enforce the access control policies. Ethereum was used as the blockchain platform.

Thirumathi Kart (Dec'19 – Feb'20)

It is an e-commerce platform aimed at exclusively promoting products developed by self-help groups (SHG). Built the Android application used by the customers to buy products from the platform.

Pragyan Premier League (Dec'18 – March'19)

This is a cricket simulation game, where players pick squads and play matches against each other. Designed the simulation algorithm which uses both static and dynamic features to decide the outcome. Backend written using golang and the gin-gonic framework. Responsive web application built using react. Deployed the application in linux server.

OTHER ACCOMPLISHMENTS

- Web Operations Head of Nittfest'19, cultural fest of NIT Trichy.
- Build For Digital India Finalist.
- 2nd rank in the Department of Computer Science, NIT Trichy for the academic year 2017-18.
- 2nd place in Onsite Programming Contest, Vortex, NIT Trichy.