

AKSHAY RAJ GOLLAHALLI

SOFTWARE ENGINEER | [in/in/gollahalli](#) | [t/akshaybabloo](#) | [g/akshaybabloo](#)

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ABOUT ME

I am passionate about programming and its key role in the success of a business. My aim is to keep learning at this early stage of my career and build a strong knowledge base which will help propel me towards a more challenging role in the future.



WORK EXPERIENCE

KNOWLEDGE ENGINEERING DISCOVERY INSTITUTE, AUT UNIVERSITY - AUCKLAND, NEW ZEALAND

Technical Support, 03/2015-Present

Web site development, software support and hardware support.

KNOWLEDGE ENGINEERING DISCOVERY INSTITUTE, AUT UNIVERSITY - AUCKLAND, NEW ZEALAND

Research Assistant, 07/2015-12/2015

Machine Learning (Dynamic learning and Testing). Technical support. Software development using Python and Matlab. Neuromorphic systems (embedded systems). NeuCube Module M10 developer.

SKY TV

Pay-Per-View Customer Care, On Call

Booking pay per view channels for customers.

Freelance

Teaching and Software Development, On Call

Teaching Java and Python to University Students and Open-source software development
(<https://github.com/akshaybabloo> and
<https://github.com/gollahalli>).



EDUCATION

AUCKLAND UNIVERSITY OF TECHNOLOGY

Auckland, New Zealand, 2016-Present
Doctor of Philosophy (PhD)

AUCKLAND UNIVERSITY OF TECHNOLOGY

Auckland, New Zealand, 2014-2015
Masters in Computer and Information Sciences (MCIS) (First Class Honours)

AUCKLAND UNIVERSITY OF TECHNOLOGY

Auckland, New Zealand, 2013-2014
Postgraduate Diploma in Computer and Information Science (PgDipCIS)

Jawaharlal Nehru Technology University

Hyderabad, India, 2013-2014
Bachelor of Technology (B.Tech)



PROGRAMMING SKILLS

Java	●	●	●	●	●	●	●	●	○
Python	●	●	●	●	●	●	●	○	○
Ruby	●	●	●	●	●	●	○	○	○
C#	●	●	●	●	●	○	○	○	○
Swift	●	●	●	●	○	○	○	○	○
C	●	●	●	○	○	○	○	○	○
C++	●	●	●	○	○	○	○	○	○



DESIGN SKILLS

Adobe Photoshop	●	●	●	●	●	●	●	○	○
Adobe Illustrator	●	●	●	●	●	●	○	○	○
Adobe InDesign	●	●	●	●	●	○	○	○	○
Adobe Dreamweaver	●	●	●	●	●	○	○	○	○
HTML&CSS	●	●	●	●	●	●	○	○	○
Maya	●	●	●	●	●	●	○	○	○
Blender	●	●	●	●	●	○	○	○	○



PERSONAL SKILLS

Social Commitment	●	●	●	●	●	●	○	○	○
Organization	●	●	●	●	○	○	○	○	○
Creativity	●	●	●	●	●	○	○	○	○
Communication	●	●	●	●	○	○	○	○	○
Teamwork	●	●	●	●	●	●	○	○	○



WEB FRAMEWORKS

Django	●	●	●	●	●	●	○	○	○
Ruby on Rails	●	●	●	●	●	○	○	○	○
Spring	●	●	●	●	○	○	○	○	○



GAMING ENGINE

Unity	●	●	●	●	●	○	○	○	○
Unreal Engine	●	●	●	●	○	○	○	○	○



LANGUAGES

English	●	●	●	●	●	●	○	○	○
Hindi	●	●	●	●	●	●	○	○	○
Telugu	●	●	●	●	●	○	○	○	○



PROJECTS

JCal

Java - 2015

A Mortgage calculator written in Java
<https://github.com/gollahalli/JCal>

JMark

Java - 2015

A Markdown editor written in Java.
<https://github.com/gollahalli/JMark>

SmallURL

Python 3 and Django - 2014

URL shortner written in Python using Django framework
<http://www.smallurl.cc/>

NeuCube Module M10

Matlab and C - 2015

A dynamic classifier for online data using NeuCube's Module M1

EEGRotor-VE

Unity, C# and JavaScript - 2015

An virtual environment created with Unity and modelled in Maya.
<https://github.com/akshaybabloo/EEGRotor-VE>



HOBBIES AND ACTIVITIES



Horse Riding



Swimming



Travelling



Coding