Akshay Gona

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EDUCATION

University of Wisconsin - Madison — **Madison, Wisconsin**
B.S. in Computer Sciences, Data Science, and Mathematics (triple major) — *Expected Graduation, Dec 2025*
Related Coursework: Object-Oriented Programming, Data Structures & Algorithms, Objects & Design, Computer/Machine Organization, Algorithms, Statistical Modeling, Machine Learning

EXPERIENCE

J.M. Smucker Co. — **Orrville, Ohio**
Software Developer Intern – Platform Services Team — *May 2024 – Current*
- Designed, built, tested, and documented an error notification management system for multiple servers on a dSeries Enterprise Scheduling application, integrating a Flask-based backend and a user-customizable web front end.
- Developed API functionalities for error message delivery, job destination management, logging, security access controls, and report generation, deployed in Docker containers on an on-premises Kubernetes cluster.

Cognizant — **Union City, California**
Generative AI Extern — *Feb. 2024 – Current*
- Developed a predictive maintenance system using machine learning algorithms to anticipate and prevent potential failures in Cognizant's IT infrastructure.
- Trained system on historical data on system performance, maintenance logs, and failure patterns to predict when equipment is likely to require maintenance or replacement.

Ultimo Software Solutions — **Union City, California**
Software Development Engineering Intern — *May 2023 – Aug. 2023*
- Developed mappings to integrate and visualize AT&T business workflows for (data streams from Atlassian, Jira, Salesforce, and others)
- Performed Data ETL and analysis on Wells Fargo's grievances, appeals and customer service touch points, gathering data from various systems to provide a holistic view of customer interaction.

PROJECTS

PokerProCalc: Intelligent Poker Odds Analyzer — **Madison, Wisconsin**
Python, PyQT, matplotlib, unittest, AWS Sagemaker, HuggingFace, socket — *Jan 2024*
- Developed an app which accurately calculates live Pre-flop, Post-flop odds/hand equity on a card by card basis when entered by users. As the number of hands played and entered increases, player range prediction accuracy increases.

CookBooker — **Madison, Wisconsin**
XCode, Swift, Firebase Firestore, SwiftUI — *Sep 2023 – Nov 2023*
- Designed and developed a feature-rich mobile application, "CookBooker," utilizing Flutter for cross-platform compatibility, enabling users to seamlessly share, discover, and interact with a diverse array of recipes

SDKU — **Madison, Wisconsin**
Java, JavaFX, Docker — *Aug 2023*
- Designed and developed a containerized JavaFX and Java-based Sudoku application, utilizing Docker for seamless deployment and management. Includes puzzle generation, automatic solving, multiple difficulties, and feedback

ACTIVITIES AND LEADERSHIP

Wisconsin Autonomous — **Madison, Wisconsin**
Backend Developer, Road-Sign Recognition Team Leader — *Sep 2022 – May 2023*
- Led a team of students through the task of using input from cameras on our vehicle to recognize and interpret information from signs on the roads of Madison.

Wisconsin Club Volleyball — **Madison, Wisconsin**
Captain — *Sep 2022 – Current*
- Co-Captain of the Wisconsin Men's Club Volleyball team
- Led the team to 2nd place in the Division II Club level in the 2022-'23 season.

SKILLS

Programming: Python, Java, C, C++, R, HTML/CSS, JavaScript, SQL(MySQL, Oracle, Postgres), Apex, Swift, Bash
Developer Tools: Git, Docker, TravisCL, GCP, VS Code, IntelliJ, PyCharm, Eclipse, Visual Studio, Kubernetes, Jenkins, JIRA
Frameworks: React, Junit, Flask, Angular, Vue, AWS(EC2, Sagemaker, Lambda, RDS, S3, Bedrock), Hugging Face, Pytorch, Express, Electron, PyQT
Libraries: pandas, NumPy, Matplotlib, OpenCV, scikit-learn, axios, XGboost, seaborn, plotly, tensorflow.js