Amogh Venkatesh

2418 Apt.2 West Taylor St. Chicago Illinois 60612 | Mobile: +1 312-468-9759 | Email: amoghv.93 @gmail.com

Education

2017-Present	Master of Science in Computer Science
	University of Illinois at Chicago, United States of America
2011-2015	Bachelor of Engineering in Computer Science and Engineering.
	Visvesvaraya Technological University, India

Experience

Software Engineer at Envestnet Yodlee, Bangalore, India (August 2015 – May 2017)

- Developed and maintained web crawlers for Personal Finance Management (PFM) product.
- Implemented enhancements based on customer requirement and management decisions to Yodlee Money Centre – a financial data aggregation which provides view to the customers.
- Resolved production issues related to performance or business logic.
- Guided and mentored the team members on complicated issues and ensures the on time fixes for major releases.

Web Development Intern at Raremile Technolgies, Bangalore, India (January 2014 –March 2014)

- Integrated Google Maps for athlete running track, route map using JavaScript.
- Implemented the notifications and alerts features in a web application for athletes.

Web Development Intern at Gavista Tech, Bangalore, India (June 2014 – August 2014)

- Integrated the two domains of the site, Legal Crystal into one by studying the entire structure of the framework and also upgraded the CakePHP framework version of the backend.

SKILLS

- Programming languages: Java, C, C++, SQL, JavaScript, HTML, CSS
- Frameworks: Spring, Hibernate, JAX-RS, Hadoop MapReduce, Selenium , Apache Solr
- Version Control: SVN, Perforce, Git
- Build tools: Maven, Gradle, Bugzilla
- Database: Oracle DB, Mongo DB

Academic projects

- ***Image Classification using Decision tree algorithm on Hadoop Map* Reduce**
  (Indian Institute of Science, Bangalore, India) [Jan 2015 – May 2015]
  A project based on image classification using decision tree algorithm. It implemented Gaussian filter for the image and then implemented C4.5 algorithm in JAVA on MapReduce.
- ***Traps and Teleports***
  (RNS Institute of Technology, Bangalore, India) [Aug 2014 - Nov 2014]
  A project which involved the implementation of a graphics package. 'Traps and Teleports' is a game devised using an interactive graphics package which makes use of OpenGL Utility Tool-Kit.

Accomplishments

- Presented a seminar titled, "A High Speed Decision Tree Classifier Algorithm for Huge Dataset".
- Got promoted to Software Engineer from Associate within one year of completion and also received the SPOT award for my performance in Q4 2016.