

Amogh Randhar

SOFTWARE ENGINEER

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“Innovative, enthusiastic and motivated software developer who has a keen interest in identifying complex problems and implementing effective solutions.”

Ambition: To be an accomplished and innovative software developer.

Education

University of Southampton

Southampton, United Kingdom

BENGG IN SOFTWARE ENGINEERING

Sept. 2013 - June 2016

- Graduated with 1st class honours.
- Final Year Project: Hybrid Image Classification Architecture using deep neural nets and SVMs.
- Final year modules are Machine learning, Cyber security, Cloud app. Development, Graphics and Game Design & Development.

Institute of Engineering and Technology

Indore, India

FOUNDATION OF SOFTWARE ENGINEERING

August. 2012 - July 2013

- Passed my 1st year (Foundation year) from there with 1st class equivalent result (then moved to University of Southampton).

Delhi Public School

Indore, India

AISSCE - CBSE 12TH BOARDS (A-LEVELS EQUIVALENT)

2010 - 2012

- Computer (89%), Maths (87%), Chemistry (95%), Physics (93%), English (83%).

Experience

FactSet

London, U.K

SOFTWARE ENGINEER

Aug. 2016 - PRESENT

- Working on website and REST based API which allows users to create, save and schedule their complex workflows and run them based on time or other event based triggers.
- Upgraded an existing technology which is used to generate dynamic templates on the fly.
- Using source control techniques like GIT and Perforce for better team collaboration globally.
- Gained a good insight into the financial side of technological development.

FactSet

London, U.K

SOFTWARE DEVELOPER SUMMER INTERN

June 2015 - Sept. 2015

- Worked for FactSet Market Fundamentals.
- Upgraded an existing Perl based system's functionality and scalability. Gained knowledge and experience in Perl, database techniques.
- Got a good insight in different database technologies. Followed agile and scrum methodology and learned some good coding practices.
- Developed better communication and team-working skills while working in a team.

University of Southampton

Southampton, U.K

STUDENT AMBASSADOR - SCIENCE AND ENGINEERING FAMILY DAY

March 2014

- Developed interpersonal and communication skills by discussing ideas and answering enquiries.
- Our team was selected as a winner in the STEM institution category.

Technical Skills

Proficient Java and JUnit testing, C#, JavaScript & Angular, SQL & NOSql, C++, Python, Git

Intermediate C, Perl, OCaml, Scheme, BASH, MATLAB & R, Perforce, HTML5, NodeJS, GRUNT, Bower, Perforce, Jenkins, \LaTeX

Tools & Libraries Visual Studio, IntelliJ, PyCharm, SQLServer, Boost, OpenCV, Caffe, MongoDB

Interests Machine Learning, Cyber Security, Mobile Development

Projects

Hybrid Image Learning and Classification Architecture

Oct. 2015 - March 2016

Designed and developed a hybrid novel architecture which shall speed up image classification and facilitate future upgrades. It uses deep-neural networks (Caffe framework) along with SVMs and other AI techniques (OpenCV framework) and uses MongoDB database at its core.

Web-Application for Food Management

Nov. 2015 - Jan. 2016

Created a web application in a team which helps users to save food and suggest recipes based on groceries they already have. Application hosted on google-cloud based on Python, JavaScript Angular. (<https://cloudappdevg.appspot.com>)

Custom compiler and functional language

March. 2015 - June. 2016

Designed and implemented a custom compiler written in OCaml for our own language, in pair. Created an evaluator for Scheme which helped me gain valuable insight into functional programming.

AI Game Solver

Oct. 2014 - Dec. 2014

Created an AI game solver which solves the 8 / 16 puzzle. Created both Heuristic and Blind searches.

Java based projects

Oct. 2013 - June. 2015

Designed and Built a complete Auction & Messaging system (Both server and front end application), Distributed power system chain (Smart Meter), Fractal creation algorithm and underlying GUI, Bee hive Simulation. Also in group of 4 people, we designed and created an Advertisement dashboard which has many complex features presented with a fully functional UI (Using Agile Methodologies)

Other Relevant Skills

Innovation & Creativity

I have been working on several projects like developing a mobile application outside university and work.

Problem Solving & Negotiation

Having been a course representative for three years, I learned to solve complex problems and apply my knowledge in different situations for the common good.

Self-Motivation & Other

- Love to learn and try new things even if they are out of scope to my work.
- Have been a selected candidate for IBM mentorship.
- I enjoy taking part in Hackathons and was a **Secretary of Southampton University HackaSoton Society (2015-16)**.

Hobbies And Interest

- Interested in artificial intelligence, cyber security, enjoy doing freelancing coding and contributing to open-source.
- My hobbies include Martial-Arts, football, swimming, dancing, cooking.
- Involved in cultural societies like India Soc., Hindu Soc., etc. where we work as a team to organise and manage events.
- Member of the Charity Committee at FactSet.