

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

- Developing and working on website and REST based API which allows users to create, save, schedule and view their complex workflows and run them based on time or other event based triggers.
- Managing and upgraded an existing technology which is used to generate dynamic web pages and templates on the fly.
- Implemented many critical fixes and speedups to improve performance and stability.
- 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++ , Git

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

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

Interests Machine Learning, Mobile & Web & Game Development, Cyber Security

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.