Anant Srivastava

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EDUCATION

ARIZONA STATE UNIVERSITY
M.S. in Software Engineering
M. Thesis in Machine Learning
Grad. May 2017 | Tempe, AZ
Cum. GPA: 3.6/4.0

LNMIIT
B.Tech in Computer Science
May 2015 | Rajasthan, India
Cum. GPI: 7.1/10.0

S.T PAUL'S COLLEGE
Grad. May 2010 | Agra, India

LINKS

LinkedIn:// anantsrivastava
GitHub:// anantsrivastava30

COURSEWORK

GRADUATE
Human Computer Interaction
Programming Languages & Compilers
Advanced Computer Graphics
Advanced Data Structures
Computational Conformal Geometry
Software Design

UNDERGRADUATE
Software Engineering
Operating Systems
Scientific Computing
Principles of Programming Languages
Design & Analysis And Algorithms
Number Theory
Computer Organization and Architecture
DataBase Management Systems
Object Oriented Programming (Java)
Data Structures
Information Security and Cyber Laws

SKILLS

Over 5000 lines
Python • MATLAB • C++ • LaTeX
Over 1000
Shell • C • HTML,CSS,PHP • Mathematica • Ruby • Rspec • Java
Familiar
Mysql • Go • Android • Javascript

EXPERIENCE

INTEL | Software Engineer, Intel Tapeout
September 2017 - Present | Hillsboro, OR
My primary responsibilities as SW Engineer at intel is to develop internal software applications that automate Tapeout compute activities. The software applications enable large scale distributed computing in linux environment.

A.S.U | Graduate Research Assistant , Geometric Systems Lab
May 2016 - August 2016 | Tempe, AZ
I worked with image scans from from various imaging initiatives to reduce data redundancy and improve data integrity. I was assigned to processing raw PET scans using Statistical tools for masking and normalizing. We would then study the standard uptake values across the brain to model learnt features using ML and sparse codes.

PUBLICATIONS & PROJECTS

A.S.U. GEOMETRIC SYSTEMS LABORATORY | Graduate Researcher | Tools Used : Python, Matlab, C, Shell
August 2016 - May 2017 | Tempe, AZ
Worked under the guidance of Prof. Yalin Wang to desing and buid a framework which is able to handle large 3D datasets for multi-lable classification
Publication : Deep learning based classification of FDG-PET
Publication : 3D Patch Based Sparse Coding Poster:88,367

FLASH PROGRAMMING LANGUAGE | Tools Used : - Java, C, FLEX (2.6.0), BISON (GNU 3.0.4)
January 2016 - May 2016 | Tempe, AZ
Developed Flash 5.0 which is a Mordern block structured, Strongly Typed, Procedural Programming Language
Youtube Video Link: CompilerRuntime Flash 5.0
Github Link : CompilerRuntime Flash 5.0

IMPLEMENTING BINARY LOOP SUBDIVISION SURFACES | Tools : MeshLab, VisualStudio, C++
September 2015 - October 2015 | Tempe, AZ
Testing data: 1) Utah teapot model 2) Stanford bunny model. The objective of this project is to create sculptured smooth suraces.
Github Link : Binary loop subdivision

SCORE PROJECT: DRISK, A DYNAMICALLY CONFIGURABLE RISK GAME | Tools : Javascript, Scrum (Agile),
August 2015 - December 2015 | Tempe, AZ
Risk is a turn-based board game, in which 2 to 6 players fight over the occupation of 42 territories in a political map, trying to achieve a secret mission that generally requires the control of the territories in the map.
Github Link : D-Risk

AWARDS & ACHIEVEMENTS

2017 2 Poster publications at AAC (Arizona Alzheimer's Consortium) for Machine & Deep Learning
2016 Member of GSL
2013 Co-Ordinator- Social Awareness Club at LNMIIT
2012 1st- Inter-college Robo Race (Plinth) at LNMIIT
2011 Active participant Leprosy Eradication Drive