Aniket Giriyalkar

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OBJECTIVE

Seeking Data Management co-op opportunities. Available - January 2019

EDUCATION

Rochester Institute of Technology, Rochester, NY, USA
Master of Science in Computer Science (Expected Graduation Dec 2019)
GPA - 3.67/4

University of Mumbai, Mumbai, India
Bachelor of Engineering in Information Technology(Graduated Aug 2016)
GPA - 7.5/10

Relevant Coursework: Advanced Object-Oriented Programming, Computational Problem Solving, Foundations of Algorithms, Foundations of Computer Networks, Foundations of Computer Science Theory, Introduction to Big Data, Big Data Analytics, Foundations of Intelligent Systems, Database System Implementation

TECHNICAL SKILLS

Languages	: Python, Java, C, C++, R
Database	: SQL server, MySQL, Oracle 11g, MongoDB, H2
Analytics	: Cleaning Data, Visualization, Big Data Modeling and Management
Web Development	: HTML5, CSS3, JavaScript, PHP
Operating System	: Windows, LINUX
Tools	: GitHub, phpMyAdmin, VMware, Drupal, XAMPP, Rattle, Weka

PROJECTS

- **European Soccer Analysis** (Academic Project) March-April 2018
  Pre-processed the dataset in **R/Rattle**. Performed predictive analysis in **Server SQL** which teams were created for the Fantasy Premier leagues in selected European countries. The accuracy of the model predicted was 74%.
- **ARP Spoof Detection Algorithm Using ICMP Protocol** (Academic Project) March-April 2018
  Corrected shortcomings in the author's implementation of the IEEE paper publication "ARP Spoof Detection Algorithm Using ICMP Protocol". Language, packages and tools used: **VMware, Scapy, Python, Wireshark, dsniff**
- **Reliable Data Transfer Protocol** (Academic Project) March 2018
  Developed a Web server capable of processing Client Request. Executed a bit alternating stop and wait Reliable Data Transfer Protocol(rdt3.0).This protocol handles packet loss with the help of a countdown timer. Language Used - **Python**.
- **Advanced Object-Oriented Programming** (Academic Project) Aug-Dec 2017
  Designed the Hangman, 3-D Maze, Vanishing of the Trolls games. Performed Client-Server, Network and Remote Method Invocation Programming. Language Used - **Java**.
- **Computational Problem-Solving** (Academic Project) Aug-Dec 2017
  Implemented the projects Secret Messages Transformer, Shish Kebab, Gene Tester, Hash Function Evaluation, and PreTee Interpreter. Language Used - **Python**.
- **Arcade Game** - (Internshala Certified Python Training Course) July 2015
  Created a game 'Maryo' using **Python**. Various tests were conducted to verify the proper running of the game.

EXPERIENCE

Bhabha Atomic Research Center, Mumbai, India - **Project Trainee** Oct 2015-Mar 2016
- Developed a location-based information system and acquired practical training in the Computer Division. This information system contained an Android application to report any traffic information and a Central Web Server to share it with other registered users.
- **Traffic Alert system** (Outhouse Undergrad Final Year Project) Aug 2015 - April 2016
  Created an application which dynamically updated information on a website based on specific inputs from the users.
  Languages Used: Java**,** HTML, CSS, JavaScript

Publication:
- Aniket Giriyalkar, Khushboo Goyal. "Traffic Alert System using VANET", **International Journal of Engineering Trends and Technology** (IJETT), Volume 28, Oct 2015.

EXTRACURRICULAR ACTIVITIES

- Founder and Core Committee member **, Arsenal Navi Mumbai Thane Supporters Club** Aug 2016- July2017
  A community for Arsenal supporters. Handled graphic designing and social media activity at the club.
- Student Member - Computer Society of India(CSI) Jan 2013- May 2016
  Led and organized events like 'Gaming Garage', 'Beat the Clock' and 'Goalazzo' at Ramrao Adik Institute of Technology.