Nitin Yadav

838 E 200 S – Salt Lake City – Utah - 84102
(801)512-4918 • 45.nitin@gmail.com
www.cs.utah.edu/~nityadav

Professional Experience

- **Yahoo! Inc.** **Sunnyvale, USA**
  Technical Intern *June 2014 - August 2014*
  - Built a Financial Failsafe: a mechanism to recover the lost revenue on ads due to system failures. The mechanism included a tool that regularly backs up the data traffic in Hadoop clusters and replays the required data according to the parameters supplied when a failure occurs.
  - Built a tool (in a team of five) to analyze user-interaction with ads in real-time. The tool monitors and displays (with a delay of about 5 minutes) the clicking patterns on Yahoo's ads across the globe.
  - Technologies used: Python (mrjob), Hadoop

- **Oracle** **Hyderabad, India**
  Senior Applications Engineer *June 2010 - August 2013*
  - Built Java-based SOA and Java EE applications (both backend and frontend) for the Projects Costing module in Oracle Fusion Applications.
  - Was the core programmer in integration of HCM's Timecard module with Projects Costing module.
  - Technologies used: Java, PL/SQL, J2EE, Oracle ADF, Web Services, SOA, JSF, JSP, XSL

Education

Academic Qualifications

- **University of Utah** **Salt Lake City**
  CGPA 3.89/4, Class Topper in Database Systems *August 2013 - July 2015 (expected)*
- **Visvesvaraya National Institute of Technology (VNIT)** **Nagpur, India**
  CGPA 7.97/10, AIR 294 (99.73 %ile) in Computer Science GATE 2010 *2006 July - 2010 June*

Academic Positions

- Teaching Assistant at University of Utah: Clustering - Spring 2015
- Research Assistant at University of Utah: Fall 2014 to Present
- Teaching Assistant at University of Utah: Artificial Intelligence - Spring 2014
- President, AXIS'08 - Technical Festival of VNIT Nagpur - 2008

Notable Projects

- **Masters Thesis (Ongoing):** *Measuring strength of memberships of nodes in networks*

  While most of the methods for community detection in a network produce an exclusive membership of the nodes towards communities, nodes in real-world networks tend to belong to more than one community. In this thesis, I introduce three methods, which can be used to quantify the strength of membership of a node in a given community (called Community-Affinity). The first method is based on personalized pageranks of

the nodes, the second is based on the individual contribution of nodes to the modularity of the graph and the third is based on the neighborhood similarity of nodes. Using the third method, I have also devised a non-parametric graph clustering algorithm that gives very nice results on real-world networks.

- **Machine Learning class project (Spring 2015):** *'Predicting the result of a Cricket match'*

  In this project, I try to predict the result of a Cricket match by applying Machine Learning techniques and using historical data of Cricket matches. The data is collected from ESPN Cricinfo `http://www.espncricinfo.com/`.

- **Models of Computation of Massive Data class project (Fall 2013):** *'Classification of Twitter Feeds (using Apache Spark)'*

  In this project, I try to classify tweets from Twitter (`https://twitter.com`) into classes such as: Personal, Sports, Movies and Music, Politics and Others using a Map-Reduce implementation of Naive Bayes classifier. The classifier was implemented by me using the Java API provided by Apache Spark (`http://spark.incubator.apache.org/`)

- **Data Mining class project (Spring 2014):** *'Finding Cricket All-Rounders using Clustering'*

  In this project, I present a method which can be used to find out the Cricket players, who play the role of an All-Rounder for their team and how effective they are in doing that. The data is again collected from ESPN Cricinfo `http://www.espncricinfo.com/`

- **Natural Language Processing class project (Fall 2013):** *'Opinion Extraction and Sentiment Analysis System'*

  In this project, I developed an Opinion Extraction and Sentiment Analysis System (along with my project partner: Arun Allamsetty) to extract positive and negative opinions from raw news text. It involved creating a lexicon from ground up after performing complex analysis to get a balanced recall and precision to get a high F-score.

- **Undergraduate project (2009-10):** *'Developing a 3D Game Engine'*

  In this project, I developed a Graphics Engine, a Physics Engine and an AI Engine for a 3D Game Engine using the OpenGL library for C++.

Technical and Personal skills

- **Programming Languages:** C, C++, Java, Python, Matlab, PL/SQL, XSL.
- **Other:** Good in Algorithms especially related to Data Mining and Machine Learning.