ANOOP MUSALE

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SOFTWARE ENGINEERING INTERN

Problem solving abilities, analysed, researched and developed software solutions. I have one year of freelancing experience during my senior year.

SKILLS

Languages: Java, C, Python, JavaScript, HTML 5, CSS 3, MySQL, PostgreSQL, MongoDB.
Framework, Tools & OS: NodeJS, TensorFlow, Git, Linux and Photoshop.

EDUCATION

State University of New York, Binghamton August 2017 – May 2019 (Expected)

Master of Science in Computer Science.

Fr. Conceicao Rodrigues College of Engineering, August 2013 – May 2017

Bachelor of Engineering in Information Technology.

PROJECTS

CPU Simulator August 2017 – November 2017

- Developed a CPU simulator, that reads the instructions and gives the result for the given number of cycles.
- Implemented in Java.

Adaptive Boosting March 2017 – April 2017

- Implemented multiple classification algorithms (SVM and SCPTA) on the given data of 100,000 patients with symptoms of cancer.
- Implemented in Python.

Cancer Recognition January 2017 – February 2017

- Implemented decision tree classification algorithm on the given data of 70,000 patients diagnosed with cancer.
- Implemented in Python.

Question Paper Generator January 2016 – April 2016

- Developed and designed a web service helps users to create mock question papers. It helps students practice and teachers to generate question papers in few clicks.
- Implemented in Java, JSP, CSS3 & MySQL.

Bouncing Ball June 2016 – November 2016

- Developed ball bouncing game in which the user controls the ball. User collects points overcoming obstacles to reach the end of the game, falling down the platform causes death.
- Implemented in Unity and C#.

James Bond Fan Website January 2016 – April 2016

- Developed a website for James Bond fans to share images, videos and views. Website provides all the information about the movie. Along with the box-office and Blu-Ray earnings**.**
- Implemented in HTML, CSS and JavaScript.

Publication

Survey Paper on Maze Generation Algorithms for Puzzle Solving Games

- Published at: IJSER Volume 8, Issue 2, ISSN 2229-5518.
- https://www.ijser.org/onlineResearchPaperViewer.aspx?Survey-Paper-on-Maze-Generation-Algorithms-for-Puzzle-Solving-Games.pdf