ANOOP MUSALE

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EDUCATION

Binghamton University, Binghamton, NY **Expected May 2019**
Master of Science in Computer Science

Fr. Conceicao Rodrigues College of Engineering, Mumbai, India **Aug 2013 – May 2017**
Bachelor of Engineering, Information Technology

SKILLS

Languages: Python, Java, C, X-86 Assembly
Additional: TensorFlow, HTML, CSS, JavaScript, NodeJS, SQL, PostgreSQL, MongoDB, Linux.

PROJECTS

Adaptive Boosting (Mar 2017 – Apr 2017):
- Language used Python.
- Implemented SVM and SCPTA classifier algorithms.

Decision Tree Classification (Jan 2017 – Feb 2017):
- Language used Java.
- Implemented classifier that tells what type of cancer the patient has based on the features.

Developing Game in R (Dec 2016 – Apr 2017):
- Language used R.
- Implemented DFS, Kruskal's and Prim's Algorithms. These mazes can be perfect or imperfect.

Question Paper Generator (Jan 2016 – Apr 2016):
- Implemented in Java and SQL.
- It helps teachers to create question papers instantly of required difficulty.
- Even students can use it to practice for exam.

Bouncing Ball (June 2015 – Nov 2015):
- Implemented in Unity.
- Player controls the ball and reach the end to get to the next level. She / He collects points on the way to the end.
- Falling down the platform causes instant death.

James Bond Fan Club (Jan 2015 - Apr 2015):
- Implemented in Java i.e. JSP and MySQL was used for backend.
- Provides details of all the information on James Bond movies along with details of actors, actress and their characteristics.

PUBLICATION

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