

ANIRUDH VENKATESH

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EDUCATION

California Polytechnic State University

MS Computer Science *GPA: 3.6+, Distinction Honors*

San Luis Obispo, CA

Jan 2016 - Jun 2018

University of California, San Diego

BS Biochemistry/Cell Biology *GPA: 3.2+*

La Jolla, CA

Sep 2012 - Dec 2014

PROFESSIONAL EXPERIENCE

Workday, Inc.

Software Engineer III

Pleasanton, CA

July 2018 - Present

- Worked with a team to prototype and develop a cross-platform feature for mass tenant migration of external customer accounting data into Workday. Built a UI interface supported by Webservices and Rest API integration using Java and XpressO.
- Worked as the performance lead to build an integrated mass financial data generation and code analysis pipeline to identify product weaknesses and latency. Coded via Java, Python, Hive.
- Implemented large scale incremental features for the Budgets product involving high volume invoice multi-currency translations and budget data visualization.
- Led a team of fellow engineers and built an in-house React/Node based WebApp at the Workday Hackathon to allow employee program management teams to access internal tenant specific, opted-in employee information to notify them of large-scale company events or alerts.

Cisco Systems, Inc.

Software Engineer Intern

San Jose, CA

Summer 2017

- Cross platform integration between Cisco's IOT and Security products for large-scale information transfer, visualization, and monitoring. Built information gateway using Java, Spring, JavaScript and websockets.
- Created proof-of-concept of Integration via sample information transfer clients in Java, Python, and GoLang.
- Built a tool in Python to automate registration of open source assets present in the company product. Compiles the appropriate source files and information and uploads them via an API to the company database.

One Convergence, Inc.

Software Engineer (Cloud) Intern

San Jose, CA

Summer 2016

- Worked extensively with OpenStack deployment via PackStack installation/debugging and Kolla through Docker containers and Btrfs snapshots. Scripted process using Ansible.
- Implemented automation of OpenStack, Gbp, and Company Product deployment through Jenkins via pipelining. Coded the procedure using Apache Groovy, Java.

SKILLS

Languages/Frameworks:	Java, Python (Flask, Keras, Tensorflow), JavaScript (ReactJS, NodeJS, ExpressJS), GoLang, PostgreSQL.
Tools/Technologies/Other:	Docker, REST API, SOAP API, Jenkins, Git, Agile/Scrum, AWS, Machine Learning, Full Stack Development, IOS/Android development.

PROJECTS

Masters Thesis: Object Tracking in Games using Convolutional Neural Networks (2018) | Python (Pandas, Keras, OpenCV)

Computer vision based ML model using Convolutional Neural Networks and YOLO object detection to track characters during real-time gameplay. Built a bot capable of performing in-game actions.

Digit Classification WebApp (2019) | JavaScript, Python (Flask)

Web App capable of recognizing hand drawn digits using a trained Convolutional Neural Network.

Facial Recognition App (2019) | ReactJS, NodeJS, ExpressJS, PostgreSQL

Website capable of facial recognition on user selected image URLs via use of the Clarifai API.