Aravind Segu

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Core Languages: Java, Python, C/C++, Scala, C#, Octave, JavaScript

Frameworks and Tools: React, ASP.NET, AngularJS, jQuery, Selenium, Flask, Ionic, Bootstrap, Unity3D, Linux

Database and Servers: MySQL, Maven, ApacheTomcat, Amazon Web Services, Salesforce, Pivotal, Oracle



Vigilant - A DRW Company · Full Stack Developer

Jan 2018 - Apr 2018

- * Combined Google Maps, React, ASP.NET with Dijkstra's algorithm for a web interface that calculates the shortest path between two data centers across the world in a vast network connected by more than 10,000 towers.
- * Developed and deployed a **Single-Page web application** utilizing **React** with **ASP.NET** Web API to display data and configure more than **70 web scrapers** used by Vigilant Global Network Architecture department.
- * Developed dynamic and flexible web-scrapers utilizing Python and Scrapy to collect competitor information
- * Utilized ASP.NET with MVC and a SQL Database to create a robust web interface to display and edit information

Bluejay Networks · Software Engineer

May 2017 - Aug 2017

- * Utilized Java EE, Apache Tomcat7 server, Spring framework, AWS and REST API to build and deploy backend codebase for the transmission of an electronic prescription
- * Developed supporting Android and iOS application utilizing Ionic, JavaScript and AngularJS
- * Developed and deployed frontend of Web application utilizing JSP, Bootstrap and Angular frameworks

Selective Projects

DriveSafe · Python 🗹

Mar 2018 - Present

- * Designed a four layer neural network to perform photo recognition to identify different types of impaired driving
- * Implemented PCA, conjugate graduate algorithm and regularization to prevent overfitting and improve the rate of training

Findr · Python, OpenCV, Raspberry Pi · Hack the Valley 🗷

Feb 2018

- * A self driving autonomous robot with integrated webcam and ultrasonic sensors to locate people in a building
- * Utilizes Open CV to detect people and Firebase to establish a real time web interface to plot GPS co-ordinates

Decuple : Unity, C# ☑

Jul 2017

- * An interactive 10 level cross platform game developed for desktop and mobile on Unity3D
- * Mobile version utilizes the gyroscope and accelerometer to move the player based on phone's angle

Awards and Certifications

Hack The Valley - MLH 3rd Place from 76 Teams	2018
Electric City Hackathon - Top 5 and Recipient of Wolfram Alpha Award	2017
Term Dean's Honors List - 1A and 2A	2017
Oracle Certified Associate Java SE7 Programmer	2016

Education

Candidate for Bachelor Of Software Engineering - University of Waterloo - GPA: 3.88

2B - Class of 2021

Machine Learning Course - Stanford University

Jan - Apr 2018