Ashish Sirohi

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Computer Science graduate student at Arizona State University with 2 years of IT industry experience & projects in Distributed Systems, Machine Learning, and Web Development, seeking full-time Software Developer position starting May 2018.

Education

MS in Computer Science, Arizona State University, May 2018 (Expected), 3.7/4.0

- **Coursework:** Distributed Databases, Algorithms, Artificial Intelligence, Data Mining, Mobile Computing, Software Security, Knowledge Representation and Reasoning, Multimedia Databases, Distributed OS

Bachelor of Technology in Computer Science, SRM University (India), May 2014, 8.99/10

- Only Microsoft Student Partner in the Campus
- Won Microsoft I Unlock Joy 2 – A National Level App Development Competition

Technical Skill Set

- **Programming/Scripting Languages & Frameworks:** Python, Java, JavaScript, C, jQuery, PHP, HTML, Django, Laravel
- **Databases:** MySQL, PostgreSQL, SQLite, MongoDB
- **Tools & OS:** Android Studio, MATLAB, Git, Hadoop, MapReduce, Tensorflow, RESTful APIs, Windows OS, Linux, macOS
- **Certification:** Microsoft Specialist: Programming in HTML5 with JavaScript and CSS3

Work Experience

Assistant System Engineer at TCS Ltd., India [**October 2014 – June 2016]**

- Automated the Data cleansing & migration process using Java which improved the system efficiency significantly and saved thousands of dollars spent on dedicated resources round the year
- Designed the workflows and developed custom module for a Web-based App to automate the Workflow processes
- Won on the spot award for resolving a intermittent bug and thus it helped in processing of hundreds of blocked orders

Student Programmer at Arizona State University **[May 2017 - Present]**

- Worked on conversion of the existing projects in to RESTful APIs for efficient reuse of the project
- Implemented OAuth2 for services in order to progress towards a pay per use model

Academic Projects

ASU Class Notifier Web App **[Independent, Summer 17]**

- Saved significant time and got desired course by letting my script doing the constant looking up for me
- Extended the script into a Django Web App with efficient DB design in order to make it available to other students
- Multithreading is being used to check the status of multiple courses simultaneously and send notifications in parallel

Network Science Research Tool Web App **[ASU, Fall 16]**

- A web based tool to detect region-based faults in a network infrastructure that can be used to design networks which can withstand against region based faults caused by events like Nuclear attacks, Chemical Attacks, Earthquakes etc.
- Implemented in Django, a Python framework with geospatial database(PostgreSQL)
- Efficient use of JavaScript for interaction with Google Maps (design, edit and test network/graph)
- Implemented generic and specified fault for testing designed network infrastructure

Artificial Intelligence - Pac-Man Projects (Berkley) **[ASU, Fall 17]**

- Implemented graph search algorithms such as BFS, DFS, UCS, and A-star algorithms with heuristics in Pacman world
- Implemented minimax with alpha-beta pruning and expectimax search for classic version of Pacman, including ghosts
- Programmed Reinforcement Learning algorithms such as value iteration and Q-learning

Classification Project using Deep Learning with TensorFlow **[ASU, Fall 17]**

- Implement the perceptron algorithm and gradient descent, which was used to train neural network classifiers
- Came up with hand-designed features which increased the accuracy by 2-3%
- Trained a convolutional neural network(CNN) to learn even better features and hence improved the accuracy