

# Ashish Sirohi

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

## Education

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### 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
- Participated in MLH SW Hacks 2017, EmergenTech: Hack ASU 2017

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

- Worked as Microsoft Student Partner in my Junior and Senior Year
- Won Microsoft I Unlock Joy 2 – A National Level App Development Competition

## Technical Skill Set

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- **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, Scrum, Tensorflow, RESTful APIs, Windows OS, Linux, macOS

## Work Experience

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### Student Software Developer at ASU Decision Theater Network

[Jan 2018 - Present]

### Student Programmer at Arizona State University

[May 2017 – Dec 2017]

- Implemented various new features in Complex Systems Framework (CSF) which provides a high-level environment that can link together different sophisticated computational models
- Worked on conversion of the existing project in to RESTful API for efficient reuse of the project, implemented OAuth2

### 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 an intermittent bug and thus helped in processing of hundreds of blocked orders

## Academic Projects

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### 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 Python/Django with geospatial database(PostgreSQL) along with Google Maps integration
- Used DFS to implement 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]

- Implemented 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%