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, Backend and Full-Stack 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, Multimedia Databases, Distributed OS, Statistical Machine Learning
- 6th Rank in ASU SoDA Code Challenge IV 2018, Participated in MLH SW Hacks 2017

Bachelor of Technology in Computer Science, SRM University (India), May 2014, 3.7/4.0

• Represented Microsoft on Campus as Microsoft Student Partner, Won Microsoft I Unlock Joy 2 - App Dev Competition

Technical Skill Set

- Languages & Frameworks: Python, Django, Java, JavaScript, React, C, PHP, Laravel, HTML, jQuery, Flask
- Databases: MySQL, PostgreSQL, SQLite, MongoDB
- Tools & OS: Android Studio, MATLAB, Git, Hadoop, Scrum, JIRA, Tensorflow, NumPy, Pandas, RESTful APIs, AWS, Linux

Work Experience

Student Software Developer at ASU Decision Theater Network, Tempe, AZ

[Jan 2018 - Present]

• Wrote Restful APIs to aggregate and visualize the data with interactive multiscreen dashboards and thus helped the fellow researchers and customers in making profitable decisions by detecting the frauds & anomalies in data

Student Programmer at Arizona State University, Tempe, AZ

[May 2017 – Dec 2017]

- Implemented various new features in an open-source Complex Systems Framework which link together different sophisticated computational models, resulting in significant increment in the number of users of the framework
- Worked on conversion of an existing project into RESTful API for efficient reuse of the project, Implemented OAuth2

Assistant System Engineer at TCS Ltd., Bengaluru, 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 around the year
- Designed the workflows and developed a 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

ASU Class Notifier Web App

[Independent, Summer 17]

- Saved significant time and got desired course by letting my Python 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
- Tools: Python, Django, Postgres, JavaScript, HTML, Bootstrap, jQuery, PhantomJS, Selenium, BeautifulSoup, Heroku

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.
- Used DFS to implement generic and specified fault for testing designed network infrastructure
- Tools: Python, Django, JavaScript, PostgreSQL, HTML, CSS, PostGIS, jQuery, AJAX, Google Maps APIs

Artificial Intelligence - Pac-Man Projects (Berkley) & OCR Classification Project

[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 expecti-max search for classic version of Pacman (with ghosts)
- Programmed Reinforcement Learning algorithms such as value iteration and Q-learning
- Implemented the perceptron and gradient descent algorithms, which were used to train the neural network classifiers