



ASHRAY ADHIKARI

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I am a highly motivated Software Engineer with expertise in software engineering, programming principles, and machine learning. My proficiency in multiple languages and frameworks has enabled me to contribute to the development of software systems and user-friendly interfaces. I am passionate about software engineering and continuously seek opportunities to expand my skills and expertise, and work on new and exciting projects.

Education

Jacobs University Bremen

Bachelor of Science in Computer Science

Thesis: Underwater Image Enhancement

Minor in Intelligent Mobile System

Sep. 2018 – June 2021

Bremen, Germany

Relevant Coursework

- | | | | |
|----------------------------------|---------------------------|--------------------------------------|---------------------|
| • Algorithms and Data Structures | • Computer Vision | • Parallel and Distributed Computing | Interaction |
| • Software Engineering | • Artificial Intelligence | • Human Computer | • Operating Systems |
| • Machine Learning | • Robotics | | • Psychology |
| | • Image Processing | | |

Experience

Luxoft

Junior Software Engineer

October 2021 – Present

Munich, Germany

- Successfully contributed to the development and maintenance of the Vehicle State Monitor (VSM) on Ubuntu 18.
- Played a key role in adding new features and making UI changes to the VSM, improving its functionality and usability.
- Significantly improved the usability and accuracy of the VSM by almost 20% through identifying and fixing multiple issues in the code-base.
- Maintained accurate documentation and participated in Agile development processes, ensuring seamless project delivery and stakeholder satisfaction.
- Demonstrated a strong willingness to learn new technologies and techniques, provided technical support to team members.
- Utilized: C++, Java, Bazel, ROS, JSON, Qt, Linux, Git

Cellumation GmbH

Working Student Software Engineer

June 2020 – August 2021

Bremen, Germany

- Formed and led a team to design, develop, and test software for the front-end machine interface, enabling efficient communication with the Celluveyor system.
- Designed and developed a user-friendly Human Machine Interface (HMI) for the Celluveyor system that integrated different nodes into a database infrastructure and displayed data using various charts.
- Developed a new Graphical Interface to replace outdated programs for calibrating the machine, which included adding Joystick support and a feature to detect overlapping boxes in the Celluveyor GUI.
- Utilized a wide range of programming languages and tools, such as C++, Python, JavaScript, ROS, Vue.js, React, InfluxDB, Flux, Linux, Git, and Docker.
- Contributed to a more efficient and streamlined system for warehouse employees, enhancing their ability to operate the Celluveyor effectively.
- Gained in-depth expertise in software development processes, database management, and user interface design, which can be applied to future projects.

Certificates

Deep Learning Specialization | by deeplearning.ai on Coursera

August 2022

Game Development for Modern Platforms | by deeplearning.ai on Coursera

July 2017

HTML, CSS, and Javascript for Web Developers | by deeplearning.ai on Coursera

April 2017

Technical Skills

C++, Python, JavaScript, Java, C, HTML/CSS, Vue.js, Linux, React, Machine Learning, Deep Learning, InfluxDB, Technologies/Frameworks: Linux, Git, TensorFlow, Keras, Docker