Ashrith Sheshan

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EDUCATION

M.S. in Computer Science
UC San Diego
Sept 2017 - Dec 2018 (Expected)
Cum. GPA: 3.7 / 4.0

Courses – Distributed Systems, Machine Learning, Recommender Systems Probabilistic Learning in AI, Web Mining, Computer Networks, Parallel Computing, Big Data Analytics using Apache Spark, Algorithm Design, Design at Large etc.

B.E. in Computer Science
BMS College of Engineering
Sept 2011 - May 2015
GPA: 9.3 / 10.0

Courses – Artificial Intelligence, Analysis and Design of Algorithms, Data Structures, Operating Systems, Computer Networks, Cryptography etc.

SKILLS

Programming:
Python • Golang • C++ • Java • C • C#

Technologies:
Kubernetes • Docker • Virtualization
Linux • Design Patterns • Spark • Hadoop
Sklearn • Numpy • Nginx • Ansible

Databases:
Zookeeper • MongoDB • PostgresMySQL

Web:
Django • REST • ORM • D3
HTML5 • JS • CSS • jQuery • EXTJS

ACHIEVEMENTS

- 2017 - The first recipient of Nutanix Engineering SuperHero Award
- 2016 - Winner of the Most Innovative Project award at Nutanix Hackathon 3.0
- 2015 - Awarded Nutanix Tiger award for outstanding contributions as an Intern
- 2015 - One of best three undergrad projects in Computer Science at BMSCE
- 2014 - Winner at national JPMorgan Chase - Code for Good Hackathon
- 2013 - Won second best innovation award at ARM Tech Symposia, Bangalore
- 2013 - President of Protocol - The student body of the Department of Computer Science at BMSCE

EXPERIENCE

SALESFORCE
Graduate Software Engineering Intern | Jun 2018- Aug 2018
- Designed and developed support for Jupyterhub on Flowsnake, an on-demand elastic Map-Reduce Spark cluster as a service on containerized microservices
- Owned in the architecture design and implementation of LDAP authentication service and HDFS data-source plugin for flowsnake spark service and Nignx proxies
- Developed the Kubernetes and Docker abstractions for the services in Java8

UC SAN DIEGO
Teaching Assistant | Jan 2018- Present
Taught concepts of operating systems and virtualization as TA for CS120 and CS221.

NUTANIX
Member of Technical Staff - 4 | Jul 2015 – Jul 2017
- Primary developer and architect of NuCloud - a cloud platform for deploying and orchestrating workloads on Docker container swarm running on AOS hypervisor
- Proposed and developed a prototype of the interactive network visualization part of Nutanix OS to control physical and virtual network elements in a datacenter.
- Designed and developed multiple data visualization UI components using D3.js

MTS Intern | Jan 2015 – Jun 2015
- Developed an enterprise grade resource management webservice with a minimal UI and a completely RESTful API contributing as a full stack developer
- Authored multiple plugins for collecting metrics from VMs, Hypervisors etc

CENTRE FOR DEVELOPMENT OF ADVANCED COMPUTING
Software Development Intern | Jun 2014 – Sept 2014
Authored a recommender engine based on Collaborative filtering for matching academicians with similar research and developed a symphony web application.

SCHNEIDER ELECTRIC
Software Development Intern | Jun 2013 – Sept 2013
Developed a Visual Studio Extension for supporting custom intelliSense feature on Human Machine Interface Engine using C# and .NET extensibility framework.

KEY RESEARCH & PROJECTS

Go-Graph - Distributed graph database in golang | May 2018
Designed and developed a fault tolerant, scalable distributed graph database completely written in golang providing eventual consistency and data locality.

Stanford Scholar | Jun 2016 - Sept 2018
Developed research talks on seminal papers while being Super Directly Responsible Individual(DRI) in an effort to make research more accessible.

Wisdom of Crowds | July 2014- Sept 2015
Designed and developed an online game that systematically investigates wisdom of crowds effect as part of a research with Dr. Sharad Goel from Stanford University.

Smart Environment Monitoring System - IOT | 2014 - 2015
Developed real-time IoT smart monitoring engine that got adopted by a startup accelerator. Presented the idea at the Finals of IET South Asia Regional conference.

Real-time Object Tracking | 2014-2015
Research on leveraging distributed camera networks to track a subject. Developed a prototype simulating the research with Python and OpenCV.