Ashwin Madavan

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Education

The University of Texas, Austin, TX (3.7) **Class of 2018**
B.S. Computer Science, Turing Scholar Honors; B.S. Mathematics

Honors Courses		Other Courses	
Data Structures	Computer Architecture	Discrete Math	Probability
Operating Systems	Computer Vision	Vector Calculus	Real Analysis
Linear Algebra	Differential Equations		Financial Accounting

Work Experience

Salesforce.com, San Francisco, CA. Software Engineering Intern **May - August 2015**

- ≫ Worked in security; identity management and authentication
- ≫ Tested, debugged, and created upgrade plan for SCIM, an open cloud user provisioning standard
- ≫ Debugged authentication issues for large customers
- ≫ Developed end-to-end test framework for two-factor authentication
- ≫ Fixed security bugs for the Summer 2015 release

Leapset, Inc., Redwood City, CA. Summer Software Intern **May - August 2013, 2014**

- ≫ Built kiosk software that is shipped with point of sale demonstration units in HTML, CSS, and JavaScript
- ≫ Developed receipt printing code shipped with the terminal software in Node.js
- ≫ Created corporate tools to simplify invoice generation and manage commisions using Spring and Hibernate
- ≫ Designed and built Java data-mining crawler to harvest restaurant profiles
- ≫ Developed prototype that delivers location-based ads using Estimote Beacons

Micello, Inc., Sunnyvale, CA. Summer Software Intern **June - August 2012**

- ≫ Developed Local Apps, a location-based application discovery tool
- ≫ Available on both Android and iPhone and utilizes JAX-RS web services
- ≫ Published version with limited functionality later sold in IP sale

Projects

Personal Website: `http://madavan.com`; GitHub: `https://github.com/ashwin153`

Automated DCF Analysis (2015)

- ≫ Developed a neural network to forecast future free cash flows
- ≫ Utilized backpropagation to train network on historical SEC data
- ≫ Article available at `http://ashwin153.github.io/2015/05/16/stocks/`

Evolving a PacMan AI (2015)

- ≫ Developed a Java version of the classic arcade game from scratch
- ≫ Created neural network that was trained using binary genetic algorithm
- ≫ Network survived 22 seconds and earned 1740 points
- ≫ Article available at `http://ashwin153.github.io/2015/04/20/pacman/`

Music Generation Using Markov Chains (2014)

- ≫ Developed Markov Chains to generate original music from sample songs
- ≫ Article available at `http://ashwin153.github.io/2014/11/06/music/`

Technical Skills

Proficiency: Java, MySQL, Android, C
Exposure: x86 Assembly, Spring, Hibernate, JavaScript, LaTeX, Verilog, MATLAB