Ashwin Madavan

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EDUCATION

University of Texas, Austin, TX (2018)

B.S. Computer Science, Turing Scholar Honors; B.S. Mathematical Sciences; Certificate in Business Foundations College of Natural Sciences Freshman Scholarship

Honors Courses

Data Structures

Discrete Math
Computer Architecture
Operating Systems
Computer Vision

Other Courses
Probability
Real Analysis
Financial Accounting
Financial Accounting

WORK EXPERIENCE

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

- >> Worked in security; identity management and authentication
- >> Tested and debugged SCIM implementation
- \gg Created development plan for upgrading from SCIM 1.1 to 2.0
- >> Debugged authentication issues for large customers
- \gg Developed end-to-end test framework for two-factor authentication
- \gg 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 commissions 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
- \gg Published version with limited functionality later sold in IP sale

PROJECTS

Please visit my personal website at http://madavan.com/ for articles describing some of my most interesting projects. Source code for most projects can be found on my GitHub at https://github.com/ashwin153.

Stocks (2015) Developed a neural network to forecast future free cash flows that was trained on historical SEC financial data. ("Automated DCF Analysis" on http://madavan.com/)

PacMan (2015) Developed a Java version of the classic arcade game from scratch, and created a neural network that was trained using a binary genetic algorithm to play the game. ("Evolving a PacMan AI" on http://madavan.com/)

Music (2014) Developed a program that uses Markov Chains to generate original music from sample songs. ("Music Generation Using Markov Chains" on http://madavan.com/)

TECHNICAL SKILLS

Proficiency: Java, MySQL, Android

Exposure: C, x86 Assembly, Spring, Hibernate, JavaScript, LaTeX, Verilog, MATLAB