

Saurabh Banore

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SKILLS

• C++ • C • Python • Java
• Flask • SQL • Javascript • Angular
• Spring Boot • NodeJS • CSS3 • Git
• Unix • MySQL • HTML5 • REST

Areas of Interest:

• Algorithms • Data structures
• Web development • Machine learning

EDUCATION

B.E. COMPUTER SCIENCE 76.6 %
MGM's JNEC, Aurangabad
(2014-18)

SENIOR SCHOOL EXAM 88.6 %
Jawahar Navodaya Vidyalaya, Washim
(2013-14)
CBSE Board, Chennai

SECONDARY SCHOOL EXAM 10/10
Jawahar Navodaya Vidyalaya, Washim
(2011-12)
CBSE Board, Chennai

MOOCS

• **MACHINE LEARNING -STANFORD UNIVERSITY (ONGOING)**
Offered by Coursera- Prof. Andrew Ng
• **PYTHON FOR DATA SCIENCE AND ML BOOTCAMP**
Offered by Udemy- Instr. Jose Portilla

LINKS

Github/ [banoresaurabh](#)
LinkedIn/ [banoresaurabh](#)
Hackerrank/ [sierra_bravo](#)
Codechef/ [banoresaurabh](#)
Quora/ [Saurabh-Banore](#)

WORK/VOLUNTEER

• Class Representative (2016-17)
• Organiser of a coding contest "Codiatic" in Agnitio 2015

STRENGTHS

• Quick Learner • Problem Solving
• Leadership • Adaptability

EXPERIENCE

SOFTWARE DEVELOPER- TOWNSCRIPT

August 2019 – Present

- Involved in development of features for handling recurring events.
- Involved in implementing the spam detection system for the platform.
- My work mainly involved:
 - Designing, writing and consuming HTTP-REST APIs
 - Implementing the UI Designs and backend integration
 - Research & implementation of PoCs of features for business requirements.

SOFTWARE DEVELOPMENT INTERN- INTERNATIONAL ATOMIC ENERGY AGENCY, VIENNA, AUSTRIA

July 2018 – July 2019

- Responsible for the development of rapid prototypes for multiple projects.
- Particularly worked on the prototype development of Chatbots, Robotic Process Automation tools and Cloud Infrastructure management for Genomic Sequencing.

ACADEMIC PROJECTS

CLASSIFICATION OF INSECTS ON CROPS USING DEEP LEARNING

September 2017 – Present

- Sponsored project by Persistent Systems Ltd.
- Implemented a Convolutional Neural Network for identification of insects responsible for crop infestation from simple photos in real time.
- Developed an API in Flask for serving the Android application.
- Helpful for assisting farmers by recommending the correct measures to be taken for the eradication of identified insects from the crop.

GODSPEED

January 2017– April 2017

- Developed an Android app based on web scraping for the students of my college
- It assisted students manage attendance by notifying the number of safe bunks left.

ALUMNI PORTAL

December 2015 – January 2016

- Deployed Alumni Portal for the purpose of connecting alumni base with existing students of JNV, Washim.

PET PROJECTS

August 2015 – Present

- Developed a car game using javascript and HTML5 canvas (<http://saurabhbanore.me/Vroom/>)
- A Web App for Training and Placement Dept. JNEC Aurangabad.
- Github repository of implementations of data structures and algorithms in C++

ACTIVITIES AND ACHIEVEMENTS

- Selected for ACM-ICPC onsite regionals Amritapuri 2016
- Qualified in Global Coding competitions: Facebook Hackercup, Google Codejam
- Won 2nd prize in the domain of AI/Machine Learning in the project competition 'Concepts'18' at Pune Institute Of Computer Technology (Maharashtra, India)
- Winner and runner up of multiple inter-college coding contests viz. Coderelay 2016, Stack overflow 2016, Codetag 2017, CodeSprint 2017, Codingo 2018, Codeholix 2018