

HIMANSHU

+1 (930) 215-3361 | bansalhimanshu0296@gmail.com | linkedin@hhimansh | github@bansalhimanshu0296

EDUCATION

Indiana University Bloomington

Master of Science in Computer Science, Cumulative GPA: 3.9/4.0

Bloomington, Indiana, US

Aug 2021 - May 2023

Jaypee University of Information Technology

Bachelor of Technology in Computer Science and Engineering, Cumulative GPA: 8.3/10

Waknaghat, India

Aug 2013 - Jun 2017

PROFESSIONAL EXPERIENCE

Luddy School of Informatics, Computing, and Engineering (Indiana University)

Bloomington, Indiana, US

Student Intern

Jul 2023 - Present

Architected development of a free open-source application that will help the general public to learn about memory research

Graduate Teaching Assistant

Aug 2022 - May 2023

Taught 4 courses during masters including Algorithm and AI courses

- Led classes of more than **120 students**, helped students in understanding the concepts

Siemens

Princeton, New Jersey, US

Software Development Intern

Jun 2022 - Aug 2022

Engineered industrial infrastructure solution for asset monitoring and analysis of utilities, turbines and nuclear power plants

- Designed Network Graph User Interface using ReactJS, NodeJS and ElasticSearch, **decreasing monitoring time by 10%**
- Wrote CI/CD pipeline scripts for GitLab repositories to build and deploy the project, **decreasing deployment time by 20%**

Capgemini

Gurugram, India

Senior Software Engineer (SE III)

Dec 2017 - Jul 2021

Developed telecom solutions and Intelligent Network Services for European Telecom companies

- Developed user Interface & API of the Nokia SPS component by utilizing technologies like ReactJS, JavaScript, Bootstrap, Spring
- Collaborated & Constructed a Knowledge Base for technologies like ReactJS, JavaScript, Java, SQL
- Managed 4-5 developers to develop a proper structure for developing ReactJS and Spring components
- Familiarity of Containers and Virtual Machines & got Rising Star Nokia BU award

Development of Web RTCC

Mar 2019 - Jul 2021

RTCC IN service is GSM SCF functionality in SPS solution. Web application acts as a provisioning interface for RTCC service

- Implemented frontend and backend for RTCC objects using ReactJS and Spring boot, **lowering development time by 25%**
- Implemented JSTree in ReactJS, **decreasing development time** of components to **50%**
- Streamlined delivery process with Jenkins CI/CD and other Devops tools, **decreasing delivery time by 20%**
- Facilitated validation team and customer to test and deploy the service, **increasing acceptance rate by 15%**

Maintenance and Development of MCAS (Modular Convergent Application Server)

Dec 2017 - Jul 2021

MCAS is a high performance, reliable and robust environment for IN Java coded real-time applications that demands high throughput

- Gave consultancy to customers & handling change request, **reducing escalation of request by 30%**
- Led a team of 2-3 developers for upgrading mCAS product, **lowering process time by 20%**
- Created platform to run & deploy intelligent network services produced in MCAS, **enhancing code quality by 40%**
- Coded & deployed an intelligent network application service LCR for Telenet client **reducing development time by 50%**

PROJECTS

Vehicle Detection and Counting in Images

Mar 2023 – May 2023

- Researched, trained state-of-the-art computer vision models (YOLOV7, RCNN, Retinanet) using transfer learning techniques in Python to detect and count vehicles in images with an **average accuracy of 80%**

Party Pad

Sep 2022 – Dec 2022

- Architected and executed the implementation of a booking web application using ReactJS, Django, HTML, CSS, AWS, and SQL; designed functionality for 2 users hosts, and guests

Multi-Layer Perceptron

Nov 2021 – Dec 2021

- Constructed a custom MLP code using Python, eliminating the need for AI libraries with **5% reduction in training time**

Checker AI

Oct 2021 – Nov 2021

- Created and deployed Python-based AI code for Checkers game without reliance on external libraries, resulting in an AI opponent with a **win rate of 50%** against human players

Tetris AI

Oct 2021 – Nov 2021

- Engineered an AI algorithm in Python for the Tetris game, with a **maximum score** of over **500 points**

SKILLS

Tools and Programming Languages: Java, Python, HTML, CSS, JavaScript, Bootstrap, SQL, NodeJS, Spring, ReactJS, MongoDB, MySQL, ElasticSearch, Eclipse, IntelliJ, Git, Jenkins, Jira, Agile Methodologies, CI/CD, Rest API, Maven, Junit, Mockito