Shrikanth Narayanaswamy Chandrasekaran

website: https://tiny.cc/shrikanth #PhDStudent #9YearsInIndustry #Certified

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SUMMARY

An Engineering graduate with 9 years of industry experience, presently pursuing a PhD at NC State.

Research areas : Software Engineering, Statistics, Machine learning, Software defect prediction, Test Case Prioritization and Crowdsourcing

EDUCATION

2017 - Pursuing, **PhD in Computer Science** at North Carolina State University.

2004 – 2008 : 4 year full-time Bachelor of Engineering in Electronics and Communication, Saveetha Engineering College, affiliated to Anna University – Chennai

LANGUAGES

Java (SCJP and SCWCD certified), Python, R & HTML CSS

LIBRARIES

Weka,R statistical package,MATLAB, scikit and Carrot2, Splunk, Java Swing and Eclipse platform,CMU Sphinx, OPEN NLP and ELK stack

METHODOLOGIES

Waterfall, OOAD, UML, WBS, TDD and Agile.

EMPLOYMENT HISTORY

2017 - NC State University

Lab: RAISE(http://ai4se.net/)

Advisor: Dr.Tim Menzies (http://menzies.us/)

Role: Teaching & Research Assistant

- Been a Teaching assistant for DBMS, Software Testing and presently Software Engineering.
- Recent open source contribution: Ok Eclipse Voice enabled ID
- Research areas: Validating Intuitions in Software Engineering using data mining.

2014 – 2017 Accenture Solutions Private Limited, Bangalore India

Role: Technology R&D Specialist

- Validate research intuitions, publish and protect ideas.
- Recognized for outstanding contributions (2 publications and filed 3 patents).

2011 – 2014 ABB India Limited, Bangalore India

Role: Software Engineer | Software Development, LV Systems R&D

- Developed a standalone Low voltage switchgear configuration and reporting tool predominantly based on Java.
- Star Employee for a quarter

2008 – 2011 Infosys Limited, Chennai India Role: Senior Systems Engineer

- Build tools around banking domain and integration infrastructure.
- Finacle on the spot award

PUBLICATIONS

- Trustworthiness in enterprise crowdsourcing: a taxonomy & evidence from data. (ICSE '16).
- CrowdBuild: a methodology for enterprise software development using crowdsourcing. (CSI-SE ICSE '15).

PATENTS FILED

- 1. Automated Inference Of Evidence From Log Information
- 2. Method and system for visual requirements and component reuse driven rapid application composition
- 3. Incident Prediction and Prevention
- 4. Generating a Test Script Execution Order.