RITESH PRADHAN

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OBJECTIVE

To obtain a Software Engineer position.

WORK EXPERIENCE

The University of Alabama in Huntsville Aug 2015 – Present

Graduate Research Assistant: Research on Deep Learning for image recognition of weather events.

Information Technology & Systems Center at UAH

Research Software Developer: Worked on various NASA funded projects. Researched on automated weather events analysis. Developed software for hurricane intensity estimation based on Deep Learning using Convolutional Neural Network. Also created services for other events such as dust, flood, smoke, and others.

LogPoint, Nepal Dec 2011 – July 2015

Software Engineer (R&D): Developed high performing logs collecting/processing backend applications in Python, C and C++ using Gevent, Boost, Glib, ZMQ, and MongoDB database. Increased performance from 20K to 60K messages/sec.

PERSONAL/ACADEMIC PROJECTS

Hurricane Intensity Classification Service (Master's Thesis) 2016

A deep learning based automated service. Researched & Implemented convolutional neural network algorithm for hurricane image recognition. Tools used: C++/Cuda, Caffe, Flask

Heme (Android Game) 2016

A jetpack flyer (heme) game with varying difficulties and challenges during flight. Built using Lua and Corona-SDK.

Heart Break (Mobile Game) 2015

A touch based game developed using C# and Unity. Available in iTunes, Google Play and Amazon App Store.

Shuttle Management System (SMS) (Android Application) 2015

An app to check shuttle info, arrival time, and routes on a map. Tools used: REST, MySQL, Google Maps API.

Udacity-dl (Python Package) 2013

Downloader for udacity class videos and resources using BeautifulSoup. Available in PyPI.

OCR Using Radon Transformation (Course Project) 2011

Optical Character Recognition. Recognize words and sentences at runtime and display related images corresponding to the word. Tools used: C#, .Net, MsSQL.

Virtual Tour (Course Project) 2010

3D virtual tour of Institute of Engineering, Pulchowk Campus. Tools used: C++, OGRE 3D, 3D Max.

SKILLS

Programming Languages

Proficient: Python, C/C++

Prior Experience: C#, JavaScript, Lua

Game Development

Unity3D, Corona

Familiar with: OGRE

Databases

MongoDB, MySQL, Sqlite

Other Skills

Machine Learning, SIEM, Network Applications, Gevent, ZMQ, Test Automation (Robot), Python-Flask, SOAP, REST, Android Application Development, Phonegap, XML, Scrum, Pthread, Octave

Version Control

Git, SVN

Operating Systems

Windows, Linux, MacOSX

EDUCATION

MS in Computer Science

The University of Alabama in Huntsville, Dec 2016

B.E. (Computer Engineering)

Institute of Engineering, Tribhuvan University, Nepal, Dec 2011

AWARDS

Student's Union Topper's Award (B.E.)

Golden Jubilee Scholarship awarded during undergraduate studies by the Indian Embassy in Nepal, 2007-2011

Mahatma Gandhi Scholarship for High School Students, 2005-2007

Award of Excellence by Ministry of Education & Sports, Nepal, 2007