# 1100 W NC HWY 54 BYP, APT 38B CHAPEL HILL NC-27516 919-448-8740

# Ravikiran Janardhana

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## Industry Experience

2009–2011 **Software Engineer**, *Yahoo! India*, Bangalore.

Developed Facebook, Twitter and LinkedIn modules

Implemented front-end based instrumentation of My Yahoo! product in order to compute page-views, module-views and click through rates (CTR)

Developed an instrumentation dashboard to showcase daily statistics of views and clicks utilizing Apache Hadoop and Pig for the backend to query the records (in the order of millions)

Demonstrated the quality of a utility player by handling both the frontend as well as the backend tasks which included porting legacy code, improving existing modules and developing new modules

### Academic Experience

2011-present

Research Assistant, University of North Carolina at Chapel Hill, Chapel Hill.

Worked on identifying fiber crossings in white matter of the brain under *Dr. Martin Styner* (styner@cs.unc.edu)

The main goal of my research is to find the fiber crossing landmarks and use it for registration of human brains

In particular, this research work will help in registering Krabbe disease infected human brains to normal human brains which inturn helps in the treatment procedure

#### Education

2011-present

MS., University of North Carolina at Chapel Hill, Chapel Hill, NC.

Masters in Computer Science

2005-2009

BE., Peoples Education Society Institute of Technology (PESIT), Bangalore, India,

Bachelor of Engineering in Computer Science.

Percentage: 88.40, University Topper

# Computer skills

Programming C/C++, PHP, Python, Java, Perl

Web HTML5, Javascript, CSS, YUI, jQuery

Data Mining Pig, Hadoop

Database MySQL, Oracle

Platforms Linux, Web

Concepts Digital Image Processing, Computer Vision, Data Mining, Motion Planning for

Robots, Operating Systems, Algorithms and Data Structures

## Academic Projects

#### 2011 Roadmap-based Motion Planning in Dynamic Environments.

Implemented a motion planning algorithm for a point robot to navigate in a dynamic environment consisting of both static and dynamic moving obstacles from start to goal

#### 2011 Identifying fiber crossing landmarks in the white matter of the brain.

Designed and Implemented an algorithm to identify fiber crossing landmarks in the white matter using entropy, fiber segments per voxel and fiber orientation dispersion

The input for the algorithm is a Diffusion Weighted MR Image (DWI) and the output is an image which highlights the fiber crossing landmarks

#### 2009 Track Me - A suite of innovative user interfaces.

Track Me is a series of innovative user interfaces whose goal is to help users interact with their PC in a natural manner. It consists of:

Fintrack ME - Finger Tracking Mouse Emulator

Talk2me - A speech driven Powerpoint and Windows Media Player assistant

Point2me - A laser point tracking Powerpoint and Windows Media Player assistant

This won the best project award in the Department of Computer Science at Prakalpa 2009 organized by PES Institute of Technology

#### 2008 – 2009 American Sign Language Interpreter.

Developed a real-time interpreter of American Sign Language alphabets which converts hand gestures into text, which is further read out by a speech engine

This project resulted in a research paper [1] which was presented at *International MultiConference of Engineers and Computer Scientists 2009, Hong Kong* 

An extension of this work appeared as a book chapter [2] in *Intelligent Automation and Computer Engineering*, Springer, 321-332, 2010

#### Awards and Achievements

Mar 2011 Promoted, Yahoo! India, Bangalore, India.

Promoted to Senior Software Engineer

Jan 2010 **University Gold Medal**, *Visvesvaraya Technological University*, PESIT, Belgaum, India.

Awarded Gold Medal for being the University topper in Bachelor of Engineering (B.E) in Computer Science (2005-09)

Jul 2009 **Certificate of Merit**, International MultiConference of Engineers and Computer Scientists 2009, Hong Kong.

Awarded Certificate of Merit for the conference paper Finger Detection for Sign Language Recognition presented at IMECS 2009, Hong Kong

#### Interests

Software Linux and Open Source

Web/Mobile HTML5, Android and iOS App Development

Sports Football, Cricket, Basketball

Entertainment Classical/Electric Guitar, Keyboard, Computer Games and Table Tennis