

# Devashish Purandare

## Curriculum Vitæ

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### Education

2016–Present **Master of Science, Computer Science**, *University of California, Santa Cruz.*

2012–2016 **Bachelor of Engineering, Computer Engineering**, *University of Pune.*

First Class with Distinction.

Courses on Data Structures, Operating Systems, Networking, Databases and Data Mining, Algorithms, Compilers, Computer Graphics, Artificial Intelligence, Microprocessors, Game Theory, High Performance Computing, Business Analytics.

### Computer Skills

Intermediate C++, Python,  $\text{\LaTeX}$ , HTML-CSS-Javascript.

Competent JAVA, C#, C, Adobe Photoshop.

Familiar CorelDraw, Matlab, Shell, MongoDB, SQL, Assembly, CUDA, QT

### Projects

2015–2016 *Performance improvement of hybrid Content Based Image Retrieval (CBIR)*

Improving performance of similar image search - capstone project.

2014–2016 *Daily Image - Firefox OS app*

HTML5 web app to retrieve the daily NASA and Bing image along with description and ability to set it as wallpaper.

2014 *Motion detection*

Python program using OpenCV to detect and respond to hand gestures to flip through slides or photos.

### Relevant Activities

2013–2016 Took courses on Gamification, Business Analytics and Business intelligence, Data Mining, and Smart System Design.

2014 Talk on *Use of Natural Language Processing to detect and prevent Wikipedia Vandalism*

2014 Workshop on *Typesetting using  $\text{\LaTeX}$*   
'Tectonic' 2014.

2013 Editor in Chief of the college newsletter – 'The DEN'.

2014–2016 Vice President of 'The English Club'. – In charge of funding, marketing drives and sponsorship opportunities

2015 Online Course on *Game Theory*

Stanford University and The University of British Columbia - Coursera