

# V Ashish Kumar

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**OBJECTIVE:** To work in an innovative, challenging and motivating environment for enhancement of technical and job skills while striving to meet the organizational goals.

## EDUCATION:

Degree	Institution	GPA/Percentage	Year
B.Tech. in CSE	SRM University	8.4	2018
Class XII	S.M. Arya Public School, Delhi	72%	2014
Class X	Salwan Public School, Delhi	7.6	2012

## PROFESSIONAL EXPERIENCE:

- **Product Engineer at Sensara, Bangalore (July 2019 – Present)**
  - **Campaign Management Dashboard**– Target a campaign on dynamically categorized audiences, also select the triggers for these Campaigns, which can be specific user actions.(React, Django, SSDB, Flask, Apache Solr)
  - Delivered **Low Latency Push Messages** to Client Devices in response to custom user actions in real time(Logstash, RMQ, Flink, Pushy)
  - **Youtube Videos Approval System** -Used Solr ranking to rank Youtube Channels based on TF-IDF on Youtube Videos and worked with Youtube API's in order to whitelist Youtube Channels to identify good quality Youtube channels.
  - Optimized High frequency POST calls(*upto 1000 requests/second*) to **Fire-and-Forget pattern** in order to batch insert asynchronously and provide instantaneous response time to client devices. Created Data Pipeline to push data to queue and End consumers work on batch ingestion asynchronously. (Logstash, RMQ, Python)
  - Containerized web applications and deployed on partner servers using Test Driven Approach for verification of active services.
  - Planned and executed deployment on partner servers for application servers(Django, Flink, Flask, React) as well as standalone servers(RMQ, Redis, Prometheus, Grafana, etc.) using High Availability Container Orchestrator **Nomad**. Used **Nginx/Fabio** for load balancing, routing and caching and **Consul** for service discovery.
  - **JSON based Rules Engine** – Created a rules engine in order to allow dynamic query on custom API response(instead of a database).The JSON rules are configurable by UI and acts as a custom filter on API response.
  - Worked on various optimizations, bug fixes, dashboards, rewrites etc.
- **Software Engineer at Charmboard, Bangalore (June 2018 – June 2019)**
  - Worked on backend as well as frontend, end to end development of CMS platform built on Django, MySQL and MongoDB
  - Implemented User Sign-In for the CMS system, directly stored in MySQL and also created user groups and controlled data modification based on user permissions at various levels.
  - Developed Approval System for data entry, i.e., any new data has to be approved by admin users, once approved, it can be reused
  - Set up entire CMS project on various servers due to migration to new servers for cost saving, handled production server.
  - Developed API's for AMP pages for charmboard.com in Hapi.js and MongoDB
  - Worked on UI functionalities in charmboard.com by adding JavaScript to static HTML and CSS content.
  - Developed entirely new functionality to enable more objects in video to be *clickable*, Background clicks as well as clicking any object other than a person was not allowed previously. Developed CMS as well as charmboard.com web pages for it. Properly designed and implemented the feature was able to effectively reduce computation by doing any heavy operations at CMS only.
- **Intern at Chamboard, Bangalore (January 2018 - June 2018)**
  - Worked on Machine Learning and Image processing. Wrote modular scripts to integrate into the final system which involves various images and produce a predefined canvas using colour detection, face detection, and body detection to produce canvas.
  - Worked on clustering similar clothes worn by same people, applied various distance metrics to accurately differentiate between various clothes, as well as people (body detect).
- **Trainee at JK Technosoft (December 2016 - January 2017):** Created "Cinema Ticket Booking System", a Java Swing Application as part of Winter Training.

## ACADEMIC PROJECTS:

- **PIC MAGIX (2016):** Language used: C  
Pic Magix can be used to apply pre-determined patterns, filters and also resize a given 24-bit uncompressed Bitmap Image.
- **Tic Tac Toe (2016) Android Game:** Languages used: Java, XML - Android version of classic pen and paper game Tic Tac Toe.
- **PC Android Chatting Application (2017):** Languages used: Java, XML  
PC Android Chatting Application uses TCP/IP protocol to communicate messages via Wi-Fi. The Server is created using Java and hosted in PC, Android Device connects as Client to the Server present in the same LAN.
- **Handwritten Character Recognition System (2018):** Language used: Python  
Handwritten Character Recognition System (Supervised Learning by training EMNIST dataset on Neural Networks) using Tensorflow.

## CERTIFICATION COURSES:

- Completed online course: "**MIT 6.00.1x: Introduction to CS & Programming Using Python**" by MIT on edX.
- Completed an online course: "**Neural Networks and Deep Learning**" of deeplearning.ai by Andrew Ng on Coursera.

## TECHNICAL SKILLS:

**Languages and Frameworks:** Python, Django, Javascript, Node.js, Hapi.js, React.js, Flink **DevOps:** Nginx, Nomad, Consul, Fabio, Grafana, make  
**Databases:** PostgreSQL, MongoDB, SSDB, Redis, Apache Solr, Apache Druid **Others:** RabbitMQ, Logstash, Apache Kafka, Locust

## AREAS OF INTEREST:

 Data Structures (Linked Lists, Stacks, Queues, Trees)