

Dinesh Swamy Paranthaman

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My ultimate objective is to create impactful products that will become part of human life just like paper or electricity.

Computer skills

- Android, Unity
- Amazon web services
- PHP, Python and Ruby
- Symfony 2
- Elasticsearch
- React, React Native, Coffeescript and HAML
- BackboneJS
- Ruby on Rails
- Git
- Docker
- HTML5 and CSS3
- MySQL and Postgres
- Java
- Python Flask
- Chrome packaged apps

Work experience (4 years)

Full stack developer at Practo.com (Dec 2014 - present)

I am currently part of platform engineering team at practo.com. Previously I was part of search API and growth hack team. Some of my significant accomplishments at practo:

Practo Platform Engineering (Current)

- Currently, building a robust and smart communication system called 'Holonet', whose ultimate objective is to learn the best possible communication channel(sms or email or push notification) for a user.
- Deployment of new Products

Practo Android app

- Full stack development of practo-uber integration which got featured in more than 121 dailies worldwide and the campaign coupons got consumed by users in less than 48 hours with zero customer issues.
- Full stack development of Deep linking of Doctor and Clinic profiles.
- Added data collection points across the Practo android app to track user interactions.
- Built the first version of Blog notifications (big picture style) which brought 60,000 sessions in a week .

Practo.com

- Built CUNE(customer notification engine) from scratch, which powers notification intelligence at Practo. This particular project will be directly responsible for 10,000 monthly active users, for both the Practo app and website.
- Created many Search API's and filters to be consumed by the android app .
- Automated SEO related tasks which increased the crawling efficiency and number of user sessions on practo web pages
- Winner of Practo's hackathon SANDBOX

Product developer at komparify.com (July 2013 - Dec 2014)

As an early employee my primary role was to develop features and maintain android application Planhound as well as the web app komparify.com. I was part of recruitment and handled a star team of four people.

Planhound

- Completely Revamped the app 'Planhound' which now has crossed million downloads and has minimum 300 installs per day without any paid marketing.
- Built recharge vouchers exploring screen in which users spend an average of 1 minute in this screen(via analytics).
- Full stack(Client and server) development of GCM(Google cloud messaging) triggers/notifications
- In-app Wallet system and user onboarding screens

komparify.com

- Developed SEO pages , which now ranks 5th among the top 10 in google results .
- Made many pages of komparify.com to be mobile friendly using fluid design.

UG Project

Natural language based user interface for Computer games

- Developed a new interface for playing computer games . With this new interface the user will be able to communicate with the characters inside the game using his voice .
- The game developed involves a rescue mission , and the user(game player) can command his rescue team using his voice . for more details: [link](#)

Internship

- Spent 6 months as Software developer intern at komparify.com .
- As an internship project, I designed and developed Coverage map, which shows 2g,3g,4g coverage by all mobile operators across India. for more details: [link](#)

Independent Projects

Wind message– machine learning based messaging app (in development)

- This messaging app will not feature a send button. Instead, the user has to literally give a gentle blow over the phone screen to send the message.
- I am experimenting with instance based machine learning algorithms to predict whether it is a user's blow or an outside noise.

Virtual Reality app for Treadmill

- The app provides VR experience for someone who is running on a treadmill. So that he or she feel like they running in a different landscape. for more details: [link](#)

The Glowing Fish - a 2D animation short film

I made my own 2D animation short film entirely using standard software development tools like Git, HTML5, CSS3. for more details: [link](#)

Chatminion – an Office chat assistant

- Chatminion is a comprehensive office chat application. You can send text messages and make video calls.
- Once you send a message, your recipient will be shown the most relevant and possible replies to the message.
- Chatminion will also prepare an audio message based on the message you send and receive(It does not just read out the message as it is). for more details: [link](#)

Airdraw - an android smartwatch app

- Won SECOND place for developing a sony smartwatch app (Airdraw) at DroidCon 2013 hackathon, Bangalore
- The app recognizes the shapes drawn in air by a user wearing the smartwatch and pushing them to a connected phone where they could be used. for more details: [link](#)

Shuzuka and Nobita - token based doctor appointment

- Won THIRD place at Practo hackathon(SANDBOX) for developing a new tokens based doctor appointment booking system .
- Using the app the patients can claim token for doctor appointment, can get to know how many people are ahead of them etc.

Coverage maps for Komparify.com

- Designed and developed Coverage map, which shows 2g,3g,4g coverage by all mobile operators, across all places in India . One of my notable work .
 - Made with Ruby on Rails, Google Maps API, MySQL,JQuery and KML .
- for more details: [link](#)

Information management of Co-curricular activities

- Designed and developed a **CMS(Content Management System)** for publishing about co-curricular activities organized by SVCE .
- Made with twitter bootstrap and LAMP stack. for more details: [link](#)

E-learning website of NCC-ARMY wing

- Designed and developed website for NCC ARMY with slick front end design and multimedia tutorials.
- The multimedia tutorials in the website is developed for learning almost all NCC commands,their gestures and fundamentals of NCC.
- These tutorials were developed aiming to reduce the amount of time in training a NCC cadet.

for more details: [link](#)

Bits and Bytes for ACE(Association of Computer Science Engineers)

- Designed and developed a **CMS(Content Management System)** for the intra-departmental activity '**Bits and Bytes**'.
- Some set of questions under a particular title will be posted by the faculty. The students can choose the title of their choice and answer the questions under the titles.
- The faculty then evaluates the answer and give scores accordingly. The toppers of each year will be displayed. The toppers are determined automatically, based on the no of questions they have answered and marks awarded.

for more details: [link](#)

Education

Bachelor of Engineering, Computer Science and Engineering

Sri Venkateswara College of Engineering, Anna University

Graduated year : 2009-2013

CGPA : 6.91/10

Online courses

Name	From	Status	Final exam score	Overall score
Design and analysis of algorithms part - 1	coursera.com	Completed	30 out of 40	66.41 out of 100
Machine learning by Andrew Ng	coursera.com	Ongoing	-	-
Pixar in a box	khanacademy.org	Ongoing	-	-

Achievements

- Holder **NCC 'B' and 'C'** certificates.
- Won SECOND place for the app **AirDraw** at DROIDCON 2013 hackathon, Bangalore
- Second prize in **FOSS KNOWLEDGE FAIR** , for presenting a poster supporting FOSS. This event was organized by SVCE ACM student chapter , on FOSS DAY
- Second prize in **Business Solutions** organized by SVCE ACM student chapter.
- Semi finalist of **Innovation day** organized by ACE(Association of Computer Science Engineers)
- Lead the team and secured first in 'Tent pitching' an event organized in **CATC(Combined Annual Training Camp) , NCC ARMY WING ,kanchipuram ,2009.**
- Second in drill competition a team event organized in **CATC (Combined Annual Training Camp) , NCC ARMY WING ,kanchipuram ,2008.**
- Second in tent layout competition , a team event organized in **CATC (Combined Annual Training Camp) , NCC ARMY WING , kanchipuram ,2008.**