

Deepak Ravindran

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EDUCATION

GEORGIA INSTITUTE OF TECHNOLOGY

MS IN COMPUTER SCIENCE

Expected Dec 2016 | Atlanta, GA

GPA: 3.75/4

ANNA UNIVERSITY

B.ENG. IN COMPUTER SCIENCE

Sep 2007 - May 2011 | Chennai, India

First-Class Degree

SKILLS

PROGRAMMING

Proficient:

Java • JavaScript/Jquery • HTML/CSS •
Spring MVC Framework

Familiar:

Angular JS • C • C++ • C# • SQL

SOFTWARE

Autodesk Maya • Unity 3D • MATLAB

COURSEWORK

GRADUATE

Principles of UI Software
Data and Visual Analytics
Computer Networks
Information Security
Computer Graphics
Computer Vision

UNDERGRADUATE

Data Structures
Operating Systems
Artificial Intelligence
Computer Architecture
Networks
Theory of Computation
DBMS
Software Engineering
User Interface Design

EXPERIENCE

COGNIZANT TECHNOLOGY SOLUTIONS | PROGRAMMER ANALYST

November 2011 – May 2015 | Chennai, India

- Worked on creating an online multiplayer training tool for banking domain knowledge. Was the lead for UI development. Got an Innovation Award at a company wide event for the tool.
- Worked on complete development process of a Crowdsourcing platform for app development. UI lead for development.
- Proposed and developed a gesture and voice based Bank Simulation for training of bank representatives. Created 3D models and animations for the simulation and integrated Kinect gestures for control.
- Created use cases and designs for a showcase to display existing innovations. Made use of available gesture and touch based devices.
- Redesigned UI for a few older web based applications to make use of newer interactive frameworks.

PROJECTS

INTERACTIVE VISUALIZATION OF 311 DATA FROM NYC OPEN DATASET

October 2015 – December 2015

Created an interactive map based visualization of NYC 311 data over a 5 year period. Used Socrata API to access data and used Leaflet JS to create the map visualizations. Added features like dynamic clustering and heatmaps to allow better analytics.

BEATOUCH - RHYTHM GAME FOR ANDROID

September 2015 – November 2015

Created a rhythm game for android using the libgdx framework and implemented multiple types of user interactions like tap, swipe, tilt and shake. Also implemented a beat detector to make the game work with custom music.

GESTURE AND VOICE BASED CHARACTER CONTROL IN UNITY 3D

March 2014 – June 2014

Created gesture and voice controls for character interaction in a bank setting with some minigames involving different gestures. Used Unity 3D as the game engine for character and environments, C# for scripting the various interactions, Zigfu wrapper for kinect gestures and custom code for voice recognition.

MULTIPLAYER ROLE-BASED TRAINING TOOL FOR BANKING DOMAIN

KNOWLEDGE TRANSFER

May 2012 – August 2012

Java based multiplayer web application where the players select banking roles and role-play by performing the corresponding actions in their displays and then the game transfers to next player's screens.

AWARDS

2014	First place at company wide event	Cognizant Innovation Awards
2011	Nominated at national level	INAE Innovative Student Project Award