SAGAR VENKAT DWIBHASHYAM

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+ IT PROFESSIONAL SKILLS

Operating systems	Linux, Windows, Android 4+
Development	C, C++, Java, JSP, JPA, JSF, Bourne Shell, Korn Shell, C Shell, Python, Latex, Mahout, OpenCV with python, Visual Studio C/C++
Web	HTML5, CSS3, XML, PHP, jQuery, Javascript, MySQL, LESS, SCSS, Nodejs, NoSQL, MongoDB, SQL Server 2008, Oracle 11i, AngularJS, Jade, ExpressJS
Design and Animation	Inkscape, GIMP ,Krita, MyPaint, Alchemy, Blender, Pencil, Synfig Studio, Adobe Creative Suite, MAYA, 3Ds MAX, Cinema 4D, zbrush, Sculptris, Openshot, Kdenlive, Lightworks

+ CAREER PLAN

Short term plan is to gain experience by involving in projects that will teach me something new. It can be work related or some new technology to learn.

Long term plan is to go into the field of Gaming, Animation and Graphics, and using the knowledge that I gained to develop projects which use concepts related to Virtual Reality and Augmented Reality or anything similar.

+ OTHER SKILLS AND HOBBIES

Animation (2D and 3D), Games,Responsive Web Designing, Video editing, Story Board Creation, Soccer, Trekking.

+ PERSONAL PROJECTS

Python - Yad	A small python module for the "yad" program, used to create gui components on linux environments. Link : https://pypi.python.org/pypi/yad/ Technologies used : Python
Claytrix Website	Created a fluid, responsive, website for Claytrix. Link : http://www.claytrix.com/ Technologies used : HTML5, CSS3, Javascript, PHP, JSON
Speech-to-text Editor	A simple editor that can be used to develop programs with your voice. Currently supports basic HTML. Link:https://gitlab.com/dvenkatsagar/speech-editor Technologies used : HTML, CSS, Javascript, JSON, Nodejs, python
Reveal-Chart	A small plugin that integrates the chart.js with the presentation library "reveal.js". Link:https://gitlab.com/dvenkatsagar/reveal-chart Technologies used: Javascript
Downloader for Dynamically Loaded Content	A small script that allows the user to download the content that is loaded dynamically in a webpage using the python's selenium modules. Link : https://gitlab.com/snippets/8921 Technologies used : python
Data Cache Access Behavior	Done analysis of the behavior of the Heap Data on a ARM based system. Collected various statistics according to the number of read/write misses and hits on the heap region.

Clustering using Mahout	**Done basic Clustering of text using Mahout for Hadoop. Taken a Hadoop sequence file which contains key-value pairs and generated vectors from them and then clustered them using K-Means algorithm.**
3D Reconstruction from Two Views	**Created 3D mesh from 2 camera points using OpenCV and Point Cloud.**
Facial recognition using OpenCV	**Was able to capture the eyes and face of a person from a video using python OpenCV.**
Augmented Reality on the mobile browser	**Worked on a rubiks cube game which is rendered in augmented reality space. Kept it as a tutorial in my personal website.** **Link : https://dvenkatsagar.github.io/tutorials/web/2016/01/12/rubikar/**
Concentration Game	**Created the "Concentration" game using python-kivy and python for android.**
Augmented Reality on recreating Bone Structures	**Project where the application reads CT Scans and generates 3D models of the Bones found in them.**

+ OPEN SOURCE CONTRIBUTIONS

Buildozer	**Buildozer is a tool for creating mobile application packages easily. Contributed by creating functionality to handle android ndk downloads which is used by the project.** **Link:https://github.com/kivy/buildozer** **Technologies used : python**
Python-for-android	**"Python for android" is a project that allows you run python applications on android. Contributed to their "revamp" branch in building a pygame module.** **Link:https://github.com/kivy/python-for-android** **Technologies used: python**
Three.js	**Three.js is graphics library based on WebGL for the browser. With this, you can create 3D models, and animations directly on the browser without need for any plugins or external softwares. Contributed by adding support for a specific file format known as "XMLVtk".**

+ DESIGN WORKS

3D Works	**A collection of 3D works that Ive done during my Animation Course at Aptech.** **Link: http://tinyurl.com/psv9t5a**

+ EDUCATION

MASTERS IN COMPUTER SCIENCE(MS in CS) - 2014 – 2016
Florida State University, Tallahassee, FL, USA
MARKS(GPA) - 3.306

COMPUTER SCIENCES BACHELOR'S DEGREE(B.Tech) - 2010 – 2014
Kaushik College of Engineering and Technology, Visakhapatnam, AP, India
Affiliation - JNTU Kakinada
MARKS(GPA) - 3.5