

## Education

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- Texas A&M University (TAMU)** College Station, USA  
Master of Science in Computer Engineering August 2018-August 2020
- Aligarh Muslim University (AMU)** Aligarh, India  
Bachelor of Technology in Electronics Engineering August 2011-May 2015

## Technical Skills

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- **Programming Languages:** C, C++, C#, Python, MATLAB, PSPICE, Socket Programming, Shell/BASH Scripting, SQL, .Net.
- **Tools:** ClearCase, GIT, Slick Edit, Source Insight, Visual Studio, JIRA, Team city, Vim, Ubuntu, Linux/Unix, Unity.
- **Skills:** Network Routing and Protocols, SDN, Data Structures, Algorithms, Database Management.
- **Courses:** Computer Communication Network, IP Modelling, Operating Systems, Distributed Systems and Cloud Computing, Data Mining, Machine Learning.

## Professional Experiences

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- Graduate Teaching Assistant (Course: Fundamentals of Networking, Virtual Reality)** College Station, USA  
August 2019-August 2020
- Managing teams with projects on C++, C#, Python and Unity.
  - Conducting labs and lectures. Grading Assignments. Debugging Code/solutions.

- Tata Consultancy Services (TCS)** Bangalore, India  
System Engineer February 2018-July 2018
- Worked as a developer for the Client [Cobham Wireless](#) (Now [VIAVI Solutions](#)), on the product TM500 (Network tester).
  - Deployed features using Test Driven Development (TDD) on the codebase in C/C++.
  - Developing features and tests based on 4G-LTE, LTE-Advanced, 4.5G, 5G and NBIOT specifications for the product.
  - Automated the unit test framework in Python, Shell Scripting and testing the product(RAV).

- Assistant System Engineer Bangalore, India  
February 2016-February 2018
- Worked on features like Cell-Reselection, CE level selection, Connected Mode DRX, Network timers.
  - Optimized the product codebase adding more DSP cards. Worked on all the layers of the network.
  - Understanding of languages C, C++, Java, Matlab and SQL.

## Academic/Research Projects

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- Prediction based Virtual Reality (VR) game using Named Data Networking (NDN)** C++, C#, Unity
- VR game that predicts and prefetches the next frame where the player is going to move. [YouTube](#).
  - Uses NDN as the backbone instead of the typical TCP/IP. Software Defined Networking with NDN.
- Stock Price Prediction for the Big5 Tech Companies** Python
- Implementation and Comparison of Models on the Stocks Data.
  - Models used are XGBoost, SVM, SVR and LSTM.
- TCP Echo/Broadcast Chat Server and Client** C/C++
- TCP based Chat server that allows multiple client interaction.
  - Monitors the connection status of all the clients.
- File Transfer Protocol using TFTP and HTTP (proxy and server)** C/C++
- Created a file transfer protocol using TFTP and HTTP server.
  - Handles all file format irrespective of the OS.
- Artificial Neural Network (ANN)** C++
- Designed and developed ANN from scratch using C++. (Personal)
- Virtual Reality (VR) projects** C#/Unity
- Monitoring and contributing to 8 Research projects using VR on Vive Pro using Unity.