GANESH ARKANATH

linkedin.com/in/ganesh-arkanath ganesharkanath15@gmail.com gany-15.github.io +1 (812) 778 5474

EDUCATION

Indiana University, Bloomington *Aug 2022 – May 2024*
Master of Science with Thesis in Computer Science — GPA - 3.94 / 4

JSS Academy of Technical Education, Bangalore *Aug 2016 – Aug 2020*
Bachelor of Engineering in Computer Science and Engineering — GPA - 3.71 / 4

WORK EXPERIENCE

Oracle *Aug 2021 – Jul 2022*
Software Developer 2
- Introduced a dashboard presenting feature announcements and recent activities, reducing access time by 20%.
- Designed a calendar view for managing process schedules and recurrences, reducing navigation clicks to 3.
- Innovated a file upload system for parameterized SQL files supporting CSV uploads and in-place edits, decreasing external tool dependency by 40%.

OneDirect *Jan 2020 – Aug 2021*
UI and Mobile Developer
- Crafted a survey delivery system leveraging browser and device data, reducing data storage by 60%.
- Enhanced user engagement by 23% by introducing multilingual support and GIFs based rating questions.
- Initiated widget based surveys leading to a 30% surge in response rate.
- Managed data cache and algorithm design to improve scalability and reduce API response time by 12%.

Summarize Technologies *Feb 2018 – Nov 2018*
Computer Vision Intern
- Developed a footfall counter using face detection and tracking to enhance understanding of customer behaviour in retail outlets, with an accuracy of 94%.
- Improved model performance by 10% by offloading computation to the iGPU using Intel OpenVINO toolkit.

SKILLS

Core Skills:	Frontend Development, API Development, Backend Development, Data Analysis Deep Learning, Machine Learning, Data Mining
Tools and Frameworks:	Angular, NodeJS, ReactJS, Docker, MySQL, Redis, Kafka, HTML, CSS, Redux AWS, Flask, Spring Boot, Tensorflow, OpenCV
Programming Languages:	Python, Typescript, Javascript, Java, C / C++

PUBLICATIONS

Novel NBA Fantasy League driven by Engineered Team Chemistry and Scaled Position Statistics *Dec 2023*
- Conceptualized a novel way of determining team chemistry and scaling player statistics by position.
- Attained a model accuracy of 75.4% in predicting playoffs qualification for NBA fantasy teams.

PROJECTS

Browser Based Multiplayer Wager Game *Aug 2023 – Feb 2024*
- Led a team of 3 in designing and developing a live multiplayer wager game where a group of users in a game room would wager through multiple rounds and the final winner gets the sum total reward.
- Engineered live updates of each round's information to the end users by utilizing socket programming and segregating users based on wager amounts.

Detecting Demographics of People using Computer Vision *Jan 2023 – May 2023*
- Led a team of 4 in developing a single-shot demographic detector using geometric facial features and CNNs.
- Achieved an accuracy of 86.02% for gender, 56% for race, and MAE of 0.71 for age.