





NARASIMHA GANESH POOMAGAME ARKANATH

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EDUCATION

Indiana University, Bloomington

Aug 2022 – May 2024

Master of Science with Research 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 — CGPA - 7.79 / 10

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.

Music Style Transfer with CycleGAN

Aug 2023 – Dec 2023

- Implemented style transfer of MIDI music files from classical to jazz genre using CycleGANs.
- Successfully achieved an audible style transfer with dissonant and harmonic notes being added by the model.