





GANESH ARKANATH

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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, NextJS, Docker, MySQL, Redis, Kafka, HTML, CSS,
Redux, AWS, Flask, Spring Boot, Tensorflow, OpenCV

Programming Languages:

Python, Typescript, Javascript, Java, C / 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.