Gautam Bhat
San Francisco, CA

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Skills & Abilities

- Proficient: JavaScript, Java, HTML, CSS, Git, PostgreSQL, bash
- Familiar with: Python, Go, React, RxJS, Redux, MATLAB, WebDriver, Scikit-learn, MySQL, JUnit, Jasmine, AWS, jQuery, Node.js

Experience

FULL-STACK SOFTWARE ENGINEER | C3.ai | REDWOOD CITY, CA | JULY '17 – APRIL '20

- Implemented custom semantic version range parsers in the C3 platform, streamlining the upgrade path for dependencies, and improving the development and deployment experience for customers and internal teams. Also wrote platform utility to compute Cartesian product of two-dimensional arrays.
- Architected and deployed an on-premise trial for a banking client to predict credit risk, reducing application review time **from 3 months to 1 day**, leading to **over $1M** in subsequent projects.
- Built Data Studio, a set of low-code/no-code visual tools to rapidly set up, test, and preview data ingestion pipelines (https://c3.ai/c3-ai-suite/low-code-no-code).
- Built metadata-driven React components for ML Studio, including a Jupyter notebook renderer, and a modal to configure the runtime and hardware profile for a Python notebook before spinning it up, and polling the server for its status (https://c3.ai/c3-ai-suite/machine-learning-services).
- Worked on custom instrumentation and generation of code coverage reports for JavaScript tests on the CI pipeline, aiding the team's effort to achieve **90% test coverage** for all modules.
- Mentored junior team members on industry coding standards and design and debugging techniques.

TEACHING ASSISTANT | DEPT. OF COMPUTER SCIENCE, BOSTON UNIVERSITY | BOSTON, MA | MAY '16 – MAY '17
Linear Algebra, Introduction to Programming II, Machine Learning

- Automated grading via bash scripts that consume a rubric, run JUnit tests, and generate and upload students' reports to Bitbucket.

Education

MASTER OF SCIENCE | BOSTON UNIVERSITY, GRADUATE SCHOOL OF ARTS AND SCIENCES | BOSTON, MA | MAY '17
Major: Computer Science

BACHELOR OF TECHNOLOGY | SHIV NADAR UNIVERSITY, SCHOOL OF ENGINEERING | INDIA | JUNE '15
Major: Computer Science and Engineering
Undergraduate Thesis: *Detecting and Analyzing Communities in Social Network Graphs for Targeted Marketing*

Projects

- **NN Poker Bot**: Implemented a single-hidden layer feedforward neural network for poker hand classification, achieving 94.8% accuracy, and used it to devise a playing strategy against human opponents (MATLAB)
- **Fantasy Football**: Created an interactive fantasy soccer web app for the intra-university league, with 20% of the university registering within 24 hours. (Apache, MySQL, PHP, jQuery)
- **Collaborative Text Editor**: Built a collaborative plain text editor based on an optimistic concurrency control algorithm, supporting INSERT and DELETE operations. (Socket.io)
- **Tic-tac-toe Betting**: Trained an agent to play a betting-based variation of tic-tac-toe using Q-learning, a model-free reinforcement learning algorithm. Agent defeated human player in 70% of the games played. (Python)