

# 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.
- 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, leading to **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)