Soham Ghormade

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SKILLS

Programming Languages: Proficient : C++, C#, Familiar :Python, C
Open Source Libraries :OpenCV, pandas, sklearn
Deep Learning Frameworks:TensorFlow, Keras
Operating Systems :Familiar :Linux, macOS
Web Technologies: TypeScript, Postgres, GraphQL

EDUCATION

Master of Science in Computer Science(Part-Time) **Anticipated Graduation Date:** May 2022
Georgia Institute of Technology, Atlanta, GA Current GPA:4.00/4.00
Courses taken
Intro to OS, AI Ethics, Machine Learning, Reinforcement Learning, Computer Vision, Robotics:AI Techniques

Master of Science in Mechanical Engineering Dec 2014
Stony Brook University, Stony Brook, NY Overall GPA:3.73/4.00

Bachelor of Engineering in Mechanical Engineering May 2013
University of Mumbai, Mumbai, India Percentage: 75 %(First Class)

EXPERIENCE

Software Developer II , Result Visualization, Ansys Inc., Pittsburgh, PA Oct 2017 - Present

- Extended voxel based infrastructure for visualization of beams and shells
- Reduced graphics memory footprint by 66% by identifying and removing interior faces for beams.
- Established a pattern for implementing post processing features across full internal software stack (.NET)
- Quickly triage bugs to different teams, when relevant, and triage build issues to avoid work stoppage.
- Evangelized unit testing and TDD within the team, leading by example
- Recruit and mentor interns and double feature delivery output by distributing load

Software Developer I, Infrastructure, Ansys Inc., Pittsburgh, PA Jul 2015 - Oct 2017

- Swapped out legacy component with next generation component while minimizing regression impact.
- This action sped up load of input data and allowed for extensibility with downstream components
- Applied clean architecture and SOLID principles especially dependency inversion principle.

PROJECTS

OMSCentral, open source contributor May 2021 - Present

- Add support to allow users to sort and filter course reviews by difficulty.

Intro to OS projects Dec 2020

- Transferred images on the same machine and in a multithreaded distributed system
- Tools used: C, POSIX, Valgrind, C++, gRPC

Reinforcement Learning Mar 2020

- Safely landed a lunar lander agent using Deep Reinforcement Learning.
- Tools used:Python, OpenAI Gym, NumPy

Computer Vision:Digit classification Dec 2019

- Applied transfer learning on pretrained VGG16 to correctly classify digits in image and video.
- Detected digits using Non Maximal Suppression and sliding window technique.
- Trained on Street View House Numbers dataset to obtain test accuracy of 96%.
- Tools used: TensorFlow, Python