

Gyanasekaran Radhakrishnan

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OBJECTIVE	To obtain an full-time position as a software developer that utilizes and hones my analytical and technical skills.		
EDUCATION	<p>MS, Computer Science Clemson University, Clemson, SC. May 2014 (expected).</p> <p><i>Bachelor of Engineering</i>, Computer Science and Engineering Anna University, India. June 2007.</p>		
TECHNICAL SKILLS	<p><i>Languages, Platforms & Software:</i> Java, Python, C, C++, Android, Web Services, J2EE, Apache Hadoop, Apache Lucene, Apache Solr, MySQL, Oracle, PostgreSQL, RabbitMQ, MongoDB, Storm, Redis, Maven, SVN, Git.</p> <p><i>Operating Systems:</i> Unix/Linux, Windows.</p>		
INDUSTRY EXPERIENCE	<i>Technical Intern PhD</i>	Summer 2013	
	EBay Inc, San Jose, CA		
	<ul style="list-style-type: none">Built a tag mining system using topic mining algorithms, Apache Hadoop, MongoDB, Apache Lucene and Apache Solr.		
	<i>Application Engineer</i>	2010-2011	
	Oracle, Bangalore, India		
	<ul style="list-style-type: none">Worked on the mobile application and middleware for Oracle Fusion CRM.		
	<i>Android Developer</i>	2009-2010	
	MySpace (representing Aditi Technologies)		
	<ul style="list-style-type: none">Developed the Official MySpace Android application. Responsible for developing AIDL remote services, designing pages, context aware services and the Oauth security layer.Implemented and consumed Long Polling in the MySpace mobile application for alerts.		
	<i>Senior Development Engineer</i>	2007-2010 & 2011	
	Aditi Technologies, Bangalore, India.		
	<ul style="list-style-type: none">Worked on multiple projects developing web(J2EE) and mobile(Android) applications.Incorporated clustering and load balancing algorithms as a part of performance tuning in production web applications.		
ACADEMIC PROJECTS	<i>Data Mining</i>	C++	
	<ul style="list-style-type: none">Implemented a music recommender system using Collaborative Filtering for Yahoo music dataset.		
	<i>Game Design</i>	C++	
	<ul style="list-style-type: none">Designed and developed KReversi/Othello - a 2D board game with AI.		
	<i>Compiler Design</i>	Python	
	<ul style="list-style-type: none">Designed and developed a compiler for a basic imperative language.		

RESEARCH*Graduate Research Assistant*Intelligent River[®] Project

- Working on distributed, scalable solutions for real- time monitoring, analysis and management of water resources using Semantic Web and Linked Data principles.

TEACHING*Graduate Teaching Assistant*

Fall 2011

- Taught C programming lab sessions for multiple sections of undergraduates.

OTHER

- Finalist in *AngelHack Silicon Valley* , Summer 2013.
- Won *SPARC-EDGE Hackathon* at Charleston, SC, August 2011.
- Awarded *Research and Teaching Assistantship* by School of Computing, Clemson University.