

## Gyanasekaran Radhakrishnan

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

**RESEARCH**

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

**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.