VAISHNAVI RAMESH

vaishnavi.ramesh@sjsu.edu | Github | Linkedin | H: 925-321-5460

Skills

- **Languages**: C++, JAVA, Python, JavaScript, PHP
- **Web Technologies**: Node, React Redux, Express.js, Spring Framework, Hibernate, JPA, JDBC, Laravel
- **Libraries**: scikit-learn, NumPy, Keras, Pandas, TensorFlow, OpenCV, Spacy, NLTK
- **Databases**: MySQL, PostgreSQL, Mongo DB
- **Cloud Technologies**: AWS, Heroku
- **Applications**: Docker, Firebase, Kafka, RabbitMQ
- **Operating Systems**: Linux, Windows, Mac, Unix
- **Tools**: Git, Maven, JIRA, Perforce
- **Testing Libraries**:jUnit,Mocha,Enzyme,Chai

Experience

06/2016 - 07/2018
VMWare
Bangalore, Karnataka

Application Developer, IT Finance

- Lead Developer of a cross geo team to automate the reconciliation of accruals from multiple sources for the Legal Operation Team in SAP ABAP
- Created a hybrid mobile app to monitor project health and project expenditure in real time for managers and executives.
- Mentored new joinees on the mobile tech stack used within team.

01/2016 - 05/2016
VMware
Bangalore, Karnataka

Internship
Business Activity Monitoring Tool, VMware

- Built a **business activity monitoring tool** with dashboard capabilities to surveil the systems interfacing with SAP.

Education and Training

2018 – 2020(expected)
San Jose, CA

Master of Science in Computer Software Engineering, **3.65/4**
San Jose State University
Machine Learning || Data Structures & Algorithms in C++ || Human Computer Interaction || Enterprise Software Platforms || Enterprise Distributed Systems || Software Systems Engineering

2016
India

Bachelor of Technology (Hons) in Computer Science and Engineering, **8.56/10**
SASTRA University

Projects

Canvas Prototype (Technology used: React, Redux, Node.js, Express, MySQL, MongoDB, HTML5, JS, CSS) Ongoing

- Developed a prototype for Canvas (a learning management portal) using MERN stack, managing concurrent user sessions.
- Enabled connection pooling for faster server response and used redux for client-side management.

Flappy Bird (Technology used: React) Jan 2019

A clone of the original flappy bird game implemented using React, without usage of any game engine.

Beep Peep (Technology used: JAVA, Spring Boot, Twilio API) Oct 2017

- Created an android app which receives TCP alerts from OBD sensor in real time and displays the usage metrics in a mobile app.
- Send real time notifications when metrics set by the user crosses the set threshold, like low fuel alert.

Automated early detection of Diabetic Retinopathy (Technology used: Python, scikit-learn) Fall 2018

- Developed a python application to detect lesions and blood clots in the eye, which are early signs of diabetic retinopathy.
- Compared the performance of major machine learning models like Support Vector Machine, K Nearest Neighbor, Logistic Regression and Inception to detect the blood clots. Received the highest accuracy on Inception model, with an accuracy of 93%

Movie Review Classifier (Tech used: Python, scikit-learn) Dec 2019

- Reads movie reviews and classifies it as positive or negative reviews. Used TF-IDF and SVM to classify the reviews and compared it with the performance of Valence Aware Dictionary for Sentiment Analysis.