

HARSH SANJAYKUMAR NAGORIYA

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Education

Master of Science in Computer Science

3.81/4.0

Arizona State University, Tempe, AZ

Aug 2021 – May 2023

Relevant Coursework: Cloud Computing, Data Processing at Scale, Software Testing/Quality Management

Bachelor of Technology in Information Technology

8.14/10

Dharmsinh Desai University, Nadiad, India

Aug 2017 – May 2021

Relevant Coursework: Data Structure, Algorithms, Databases, Advanced Java, Design Patterns, Distributed Computing

Technical Skills

Languages: Java, JavaScript, C/C++, Python, Bash, Solidity, SQL, PL/SQL, C#, Prolog, Assembly Language

Database: MySQL, PostgreSQL, MariaDB, Oracle SQL Plus

Technologies/Frameworks: JSP, Servlets, JDBC, Flask, .Net, AJAX, Spring, Hibernate

Developer Tools: Amazon Web Services, Truffle, Anaconda, Netbeans, Eclipse, Visual Studio, JUnit, Git, Taiga, Scrum

Work Experience

Arizona State University, Tempe, AZ

Computing Support

Jun 2022 – Present

- Aided developers with a large-scale rollout of OpenCast, Wistia and LMS software facilitating approx 5500 students.
- Configured, debugged, and engineered server-side web applications and administered more than 5 servers for the math and statistics department.

Arizona State University, Tempe, AZ

Graduate Services Assistant

Aug 2021 – May 2022

- Aided the course instructors in creating assignments, examinations, solutions and the grading scheme and scripts for the class of 50 graduate students.
- Managed more than 2-course sections titled Internet-enabled embedded systems, Embedded Interfaces and Computer Organization throughout each semester.

Institute for Plasma Research, Gandhinagar, India

Project Intern

Dec 2020 – Apr 2021

- Collaborated with project guide to determine blockchain technology needs and aided by providing design insights.
- Contributed to Ethereum back-end logic and interfaces by using solidity programming language and maintained client and server-side applications.
- Collaborated with 4 developers to achieve assigned aims and organize modifications.
- Applied best software development practices and documented system workflow processes and UML diagrams.

Projects

Face Recognition on a PAAS

Mar 2022 – May 2022

- Built a distributed application that utilized 2 major technologies, Amazon Lambda and IoT devices to perform real-time face recognition on live videos recorded by the devices.
- Contributed by improving the IoT operations latency and tested the AWS Lambda function by sending more than 500 requests in 5 minutes.

Face Recognition as a Service

Jan 2022 – Mar 2022

- Implemented a python based face recognition EC2 service and developed manually scripted load-balancers that automatically scale out and scale in on-demand and cost-effectively by using AWS EC2, SQS and S3.
- Tested the scalability of the application by generating 1000 concurrent user requests.

Soccer Tournament Website

Sep 2021 – Dec 2021

- Created a J2EE-based website with 6 different levels of user roles, using Agile Software development principles, UML design concepts, git version control mechanism, taiga scrum management, specification-based testing and structural-based testing. Improved the user interface by implementing JQuery and AJAX scripts.

Face Mask Detection System

Sep 2020 – Dec 2020

- Developed a system that detects whether a person has worn a mask or not. Implemented the ResNet-101 convolutional neural network using the dataset of 18236 images. Achieved up to 96% accuracy by implementing Adam optimiser.
- Improved latency and brought it under 3 seconds per request on the RaspberryPI board.