ADITHYA UPADHYA

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SUMMARY

Two years of industry experience in Android and Server-Side (backend) development. Published research papers in the field of Parallel Computing and Data Security. Active contributor to the Open Source community.

PROFESSIONAL EXPERIENCE

Software Engineer I, Snapdeal

July 2015 – March 2017 (2 years)

Tools: Android, Java, Spring, Hibernate, Rest APIs

Bangalore, India

- Developed components of two Android apps; Snapdeal Seller Zone & KAM app
- Deployed mobile Rest APIs built using Spring framework that served 50,000 customers
- Implemented JUnit test suites to eliminate critical bugs and supported production deployment
- Reduced memory leaks drastically and improved app stability using Leak Canary and Eclipse MAT

Engineering Intern, ARM

May 2014 – July 2014 (3 months)

Tools: Perl, MySQL, Shell, Linux

Bangalore, India

- Developed a Review Management application using Perl & MySQL
- Facilitated the automation and integration of application with the central ARM network
- Replaced the third party Review management software with an in-house developed RMS

PROJECTS

- Email Spam classifier and Hand Written Digit Recognition using Matlab (Supervised Learning, ML)
- Movie Maniac Android App Open Source (Github) (Google Play Store)
- GPU Accelerated NLM and NLML denoising Algorithms Open Source (Github)
- Asteroids Interactive Single Player Game using Python
- Ruzzle Game Solver using TRIE datastructure

TECHNICAL SKILLS

- Java, Python (NumPy, Pandas), Matlab, Nvidia CUDA
- Android, Spring, Hibernate, Redis, Aerospike
- Git, IntelliJ, Android Studio, Eclipse

PUBLICATIONS

- 1. GPU implementation of non-local maximum likelihood estimation method for denoising magnetic resonance images. (First Author). Publisher: Springer, Journal of Real-Time Image Processing. Springer Journal
- 2. Secure Data Management Secret Sharing Principles Applied To Data Or Password Protection. (First Author). Publisher: Computation and Communication Technologies, De Gruyter. Conference Paper

EDUCATION