**ADITHYA UPADHYA **[linkedin.com/in/adithya-upadhya](https://in.linkedin.com/in/adithya-upadhya)

MS CS, Virginia Tech (Expected 2019) C:\Users\hkuad\Desktop\GitHub-Mark\PNG\GitHub-Mark-32px.png [github.com/hkuadithya](https://github.com/hkuadithya)

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**SUMMARY**

Two years of professional experience in Android and Server-Side development. Research experience includes Parallel computing, Image processing and Data security. Strong exposure towards Software Development and Debugging.

**EDUCATION**

**2017-2019 (Expected)** MS Computer Science Virginia Tech, Blacksburg N/A

**2011-2015** B.Tech Computer Science NITK Surathkal, India CGPA 8.22/10

**PROFESSIONAL EXPERIENCE**

**Software Development Engineer I** July 1, 2015 – March 31, 2017

**Snapdeal** Bangalore, India

* Designed and developed important components of Snapdeal Seller Zone & Key Account Manager Android Apps
* Developed Rest APIs that served more than 50,000 customers through the IOS and Android mobile platforms
* Implemented JUnit test suites to eliminate critical bugs and proactively supported production releases
* Optimized performance and fixed memory leaks using ‘Eclipse Mat’ & ‘Leak Canary’ libraries

**Software Engineering Intern** May 12, 2014 – July 14, 2014

**ARM** Bangalore, India

* Developed a fully functional Review Management Software prototype using Perl and MySQL
* Replaced the third party Review Mgmt. Software with an in-house developed customizable tool
* The tool enabled the automation and integration of Review Mgmt. process with the central ARM network

**PROJECTS**

* Movie Maniac Android App - **Open Source** ([Github](https://github.com/hkuadithya/MovieManiac)) ([Google Play Store](https://play.google.com/store/apps/details?id=com.adithyaupadhya.moviemaniac))
* GPU Accelerated NLM and NLML denoising Algorithms - **Open Source** ([Github](https://github.com/hkuadithya/GPU-CUDA-Non_Local_Maximum_Likelihood-MRI-Denoising))
* Asteroids Interactive Single Player Game using Python
* Population growth and Wheat production predictor (MATLAB, Supervised learning)
* Ruzzle Game Solver using TRIE datastructure

**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](https://link.springer.com/article/10.1007%2Fs11554-015-0559-6)
2. Secure Data Management – Secret Sharing Principles Applied To Data Or Password Protection. (First Author). Publisher: Computation and Communication Technologies, De Gruyter. [Conference Paper](https://www.degruyter.com/view/books/9783110450101/9783110450101-020/9783110450101-020.xml)

**TECHNICAL SKILLS**

* Java, C++, Python, Matlab, Nvidia CUDA
* Android, Spring, Hibernate, Redis, Aerospike
* Git, IntelliJ, Android Studio, Eclipse