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

MS CS, Virginia Tech (2017-19) 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 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](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
* 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](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)

**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