SAURABH SALUJA

Website: https://iamsaurabhsaluja.github.io/index/
E–Mail : saurabh.saluja2013@gmail.com

OBJECTIVE

On a mission to create, innovate and sell a new product

EXPERIENCE

- 2 Years Experience in Snapdeal and Freecharge as Software Developer 2

(01-Jul-2015 to 31-Mar-2016 Snapdeal**, SD-1** and 1-Apr-2016 to 31-Mar-2017 Freecharge **SD-2**)

- 6 Years Own Freelancing Experience (Python, Django, React Native, Machine Learning)

PASSION:

- Data Structures and Algorithms, Making automated Softwares and Hardware, Designing 3ds in Blender, Creating apps and responsive websites, working on new automated softwares ideas.

INTEREST

- Data structures, Algorithms, Data Science and Machine Learning, Automation, Sales, Entrepreneurship activities.

PROJECTS

- Tile Visualiser (**Freelancer,** Django, React Native, Blender): Created a Tile Visualiser using Django and React Native using image processing. The end user can select a wall or floor and then select a tile designs to fill over the given selected area of bathroom, or floor at an instant. Here the bathroom or floor mockup is created using Blender 3d Software. (https://www.shaktitraders.in/visualizer/)

- A Spellchecker With User Taste for Recommendation System— (Self, Machine Learning / Artificial Intelligence, **Self**): Backend implementation of a machine learning back propagation algorithm - Feed Forward Neural Network from scratch using python. The algorithm looks for the nearest words. Threads work together to construct a sub neural network by using word tokens pattern, user history and give the nearest word recommendation. As this is my own project so I have its code on GitHub.

- Retail IOT Automation (**Freelancer,** IOT Hardware, Django, Chip Making, Self Project) + Android app:
  1. A small IOT hardware tool to access stock information and generate receipt information.
  2. Created an end to end stock machine using Arduino.
  3. Created a small android app. An Application that can communicate with system for direct login. It can Scan QR to get instant stock details.

- Retail Experience (**Freelancer**): A Very Responsive Retail Management with following functionality:
  1. Inventory Management with QR (For Android App): All sort of inventory data creation like item, category, brand. Linking QR to each item for scanning stock by separate android app.
  2. Receipt Management: Added Addition into receipt, Return of items on a receipt, mapping receipt to accounts.
  3. Loading of Items: Normal addition of Item quantity into stock with Manager Verification of added quantity.
  4. RFID Management (For Stock Machine): RFID to stock item mapping so that a separate Stock machine can access RFID mapped items.
  5. Bulk Upload of items into inventory.

- Automatic Irrigation System (Chip Making, **Self**): Saving my watering time by a self made automatic tap that sprinkle water during morning time.

- Dashboard Automation (**Freecharge**, Aug 2015 – Mar 2017): Api automation generic framework for dashboard. This algorithm detects all the autowired clients and make each client api's available to the end user

based on permission by using java reflection. Autowiring a client is enough to expose all the api's. This saves a lot of time of writing cumbersome api integration code for developers.

- Plugin's (**Freecharge**, Aug 2015 – Mar 2017): Making of reliable auditing plugin in dashboard. This plugin provides annotation for auditing with different parameters. This enables the functionality of excluding the sensitive parameters from auditing and provide few extra parameters for effective searching the auditing database.

- Bulk Tool (**Freecharge**, Aug 2015 – Mar 2017): Implementation of configurable bulk tool to process a bulk file using java threads. The backend code divides the file into chunks, process each chunks using java thread pool and dumps the outputs in amazon aws. Instead of creating lot of bulk systems, backend system enable to use one configurable bulk tool to process a lot of files.

UNIVERSITY PROJECTS

- Chess Game (DSA) : Implementation of chess algorithm in Java backend. A human vs computer chess game where computer find the best move until a ply depth is reached. This is based on min max data structure strategy. Each piece is given a value according to how important the piece is for winning. Each attack adds or subtracts its score. The path with max positive value decides next move.
- Document stitching (Image processing) : Making a scalable algorithm to rectify the images and stitch them together to form high quality image. The algorithm is capable of handing distorted images formed by uneven orientation of different cameras.

SKILLS

- Programming languages : Python, Java, C and C++
- Experience in Django, Spring
- Databases : MySQL
- Web/Application servers : Apache Tomcat
- Java Technologies : JDBC, J2EE, AspectJ
- Frameworks : Spring MVC, Hibernate
- Web Technologies : HTML, JavaScript, AJAX, CSS

EDUCATION

- Highest degree : B-tech in IT from VIT University (Batch 2011 - 2015).

Also available at https://in.linkedin.com/in/saurabh-saluja-a6605984
Website : https://iamsaurabhsaluja.github.io/index/
Code Chef: https://www.codechef.com/users/saurabh_saluja