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Summary

Seeking full time opportunities in the field of software engineering and mobile development (iOS and Android). Good analytic and problem-solving skills with strong ability to quickly learn new technologies.

Relevant Course work

Data Structure and Algorithms, Software engineering process, Enterprise software, Mobile Software Development (ios, Android), Data Mining, Cloud Computing, Data Analytics, Operating Systems, User Experience

Education

San José State University

MASTERS OF SCIENCE IN SOFTWARE ENGINEERING

Expected Dec 2018

January. 2017 - PRESENT

Anna University

BACHELOR OF ENGINEERING IN COMPUTER SCIENCE AND ENGINEERING

Graduated

September. 2012 - May. 2016

Technical Skills

Programming languages Swift, Java, Python, Objective-C, C, C++

Web and Mobile Android, iOS, HTML, XML, Angular Js, Node Js, React

Database MySQL, MongoDB, SQLite, Firebase

Operating Systems/Platforms Windows, Ubuntu (Linux), OS X, Android SDK, iOS

Software Tools and IDEs Git, Maven, Postman, Android Studio, Xcode, Olap, Greenfoot, Tableau, Bugzilla, Jupyter notebook, Webstorm

Methodologies Agile, Scrum, Kanban and Waterflow model

Experience

Codepath (iOS development)

July 2018 - Present

- Working as a Technical program manager for codepath.org for San Jose State University
- Responsibilities include Teaching iOS, Oversee execution of App Development boot camp in SJSU which helped 20+ students to learn iOS.

Projects

Autism care

Fall 2017

- Developed a dedicated Android application for kids suffering from autism, to help them do their basic day to day activities with an augmented environment
- Tools used: Microsoft azure, Kudan AR, Google NLP, Android studio.
- App was selected for presentation at the 1st International conference on Intelligent Human System integration.

Chat app- replica of whatsapp (iOS)

Fall 2018

- Created replica of whatsapp with sending text and setting status features (similar to status in instagram)
- Used multiple instances of firebase DB to handle multiple requests and balance the load.
- Technologies, Libraries used : Swift, Parse, Firebase, cocoa libraries for camera, Networking.

Flight delay and Reason prediction

Spring 2018

- Used Regression algorithms such as Linear, Ridge, Lasso and Classifiers like Random Forest to predict delay of a flight.
- The model also predicted the reason for delay of a flight from live data set provided by US aviation department.
- Achieved an RMSE value of 3.6-Tools and language Used : Jupyter Notebook, Python, SKlearn, Flask, Numpy

Kayak.com (Replica)

Fall-2017

- Developed a distributed application which comprised all the features of Kayak.com
- Technologies used - Kafka, Nodejs, React, Redux, Redis, MongoDB, MySQL
- Implemented redis caching for searching and made server to respond to 10,000 concurrent users in 1 second.

Identity management for passport-BlockChain

On going

- Developing a block chain application for handling user identities of a passport
- Using Hyper Ledgers to enable peer to peer connection and using level DB to store Block chain Data
- Deploying the Full Stack Application in a docker. Technology used : Node js, React, Bootstrap, Docker, LevelDb, Mongo Db, Express, HyperLedgers