Suresh Alse

Email: alse@usc.edu Phone: (213) 258-7664 Blog: Life Plus Linux

Links: Github | LinkedIn | Website

Education

Current — MS, Computer Science
University of Southern California, Los Angeles

May 2014 — BTech, Information Technology
National Institute of Technology Karnataka, Surathkal **GPA: 4.0**

Work Experience

Aug '14 - Aug '15 | Software Development Engineer, **Intuit Inc.**
Worked on core development of QuickBooks, an accounting software used by several million users all over the world.
Tech stack | C++, C#, .NET, MFC, Agile Development.

May - July '13 | Summer Intern, **Intuit Inc.**
Worked with QuickBooks android team and developed a code generator that can generate java code for new features based on old features automatically.
Tech stack | Java, SWT, Android Development.

Nov - Dec '12 | Intern, **Bilent.**
Worked on Kyash which is an online payment system which helps people to work in mutually beneficial and trusted environment.
Tech stack | Python, webapp2, Google Appengine.

May - July '12 | Summer Intern, **Indibits Web and Business Solutions.**
Worked on an open-source wiki application.
Tech stack | HTML5, CSS3, JS, PHP.

Relavent Projects

- **Social Event Detection** - I built a python based tool that can automatically detect social events using Multimodal clustering. I discovered event-related miltimodal multimedia and organized them in event-specific clusters. SIFT features were extracted from images to represent them numerically. Then I used a supervisory signal and SVM to perform multimodal clustering. This approach essentially achieves "supervised fusion" of hetrogeneous features and retrieves clusters that are related to social events.
https://github.com/alseambusher/SED
- **Jarvis** - This is a Human Computer Interaction tool in python using which it is possible to control your Linux system using hand gestures. In order to accommodate any gesture defined by the user, I developed a technique to do so and published a paper titled 'A State Transition Based Approach to Recognize Gestures Using Multi-level Color Tracking' at ICACCI- 2013
https://github.com/alseambusher/jarvis
- **A Real Time Multiplayer Gaming Network Platform as a Service** - As multiplayer games are becoming more and more complex, there is a need of a simpler way for game developers to manage network. I built a network framework in C++ and Python using which issues such as latency, load balancing, bad connectivity etc. can be addressed through a service. The new architecture involves Game server, API server, Clients and ZeroMQ as network protocol to manage the network during the gameplay.
https://github.com/alseambusher/Easy-Multi-Player

Technical Skills

Programming Languages:	C++, Java, Python, Ruby and PHP
Technologies:	Matlab, Octave, ns2, node
Operating Systems:	Windows, Mac and Linux

Publications

- Alse, S, et al, "A State Transition Based Approach to Recognize Gestures Using Multi-Level Color Tracking", 2nd ICACCI, IEEE International Publishing, 2013, 704-708.
- Alse, S, et al, "A Real Time Multiplayer Gaming Network Platform as a Service", 8th ICCN, Elsevier International Publishing, 2014, Ch 19.
- Alse, S, et al, "Automatic Generation of Web Service Composition Templates Using WSDL Descriptions", 2nd International Conference on Information Systems Design and Intelligent Applications, Springer India, 2015, 2194-5357.