# Suresh ALSE

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## EDUCATION

| | |
|---|---|
| CURRENT | MS, Computer Science<br>**University of Southern California**, Los Angeles |
| MAY 2014 | BTech, Information Technology<br>**National Institute of Technology Karnataka**, India          **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. I effeciently drove several initiatives in QB core.

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 which in turn reduced development, testing and maintainance time to a great extent.

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

- **Jarvis** - This is a Human Computer Interaction tool in python using which it is possible to control your Linux system using hand gestures. Users can add their own gestures and assign custom actions using a gtk ui. In order to accommodate any gesture defined by the user, I developed a technique to do so and published a paper at ICACCI- 2013.
  *Code: github.com/alseambusher/jarvis*

- **QuickFoods** - This is an innovative app for hotels to manage their orders with ease even in rush hours. It mainly aims at reducting the time taken to complete the order cycle by bridging the gap between waiters and kitchen. This was built in Intuit LABS and received a lot traction from several five star hotels.

- **Social Event Detection** - I built a python based tool that can automatically detect social events using Multimodal clustering. I obtained event-related miltimodal multimedia and organized them in event-specific clusters. This approach essentially achieves "supervised fusion" of hetrogeneous features and retrieves clusters that are related to social events.
  *Code: github.com/alseambusher/SED*

- **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.
  *Code: github.com/alseambusher/Easy-Multi-Player*

## TECHNICAL SKILLS

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|---|---|
| Programming Languages: | C++, Java, Python, Ruby and PHP |
| Web frameworks: | node.js, webapp2, django, rails |
| Others: | Agile Development, Android, p4v, git |

## 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.