

Jaydeep Ingle

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I am graduate student at State University of New York at Binghamton and currently I am seeking Developer position to make a significant change in Computer Science

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EXPERIENCE

TECHNOLOGY DEVELOPMENT AND STRATEGY INTERN

SPRINT | MAY 2017 - AUG 2017

- Researched Hyperscan where allowed users to define rules to filter out the packets using Open Source Pattern Matching
- Developed household useful application with Choregraphe and Raspberry PI which can be used with Pepper or Nao Robots
- Designed IoT project for Humanoids like Pepper & NAO (from Softbank) as proof of concept
- Implemented the above project for Humanoids to extend its functionality and make it usable in automating real life scenarios
- Built Single Page application for monitoring VMs using Single Sign On. Technology stack includes - OpenStack, Keystone, Shibboleth, CAS, React JS, Babel, Webpack

SOFTWARE DEVELOPER

GLOBANT | AUG 2014 - JUL 2016

- Developed UI based on MVC pattern using Backbone JS and Spring Framework for providing SDN, NFV, Software Defined WAN, High Availability and setting up Virtual Machines
- Developed a product which provides the essential management and orchestration capabilities needed to deliver Versa VNF-based network and security services for a variety of use cases, including virtual CPE (vCPE), SD-WAN and branch security
- Created NFV Web Application that offers an alternative way to design, deploy, and manage networking services which is a complementary approach to software-defined networking (SDN) for network management
- Agile Development Methodology to facilitate the assessment of direction of a project in development cycle
- Built a crawler using jsdom browser and a java application for efficient data mining using several encryption operations

EDUCATION

MASTERS OF SCIENCE, COMPUTER SCIENCE

GPA: 3.55 SUNY AT BINGHAMTON | 2016 - PRESENT

- Design Patterns
- Machine Learning
- Design and Analysis of Data Structures
- Distributed Systems
- Operating Systems
- Programming Languages

BACHELOR OF TECHNOLOGY, COMPUTER ENGINEERING

GPA: 3.60 COLLEGE OF ENGINEERING PUNE | 2011 - 2014

- Database Systems
- Systems Programming
- Digital Systems
- Storage and Virtualization
- Information Security
- Computer Networks

PROJECTS

SPAM FILTERING

BINGHAMTON | 2017

- Implemented a model for Spam Filtering using various machine learning algorithms such as Naïve Bayes, Logistic Regressions and Perceptron.
- Also compared the accuracies of the same with the Standard Implementation using Weka Tool

MACHINE LEARNING METHODS FOR MUSIC GENERATION

BINGHAMTON | 2017

- Implemented the music bot for applying machine learning in the domain of music generation using python
- We used LSTM – Recurrent Neural Network model for building our model to generate a music from provided sample music

TWO PHASE COMMIT

BINGHAMTON | 2016

- Implemented 2 Phase Commit Protocol with fault tolerance using Python
- Written test programs to test participants (servers), coordinator and client for durability, concurrency, and recovery

DISTRIBUTED BANKING APPLICATION

BINGHAMTON | 2016

- Written a banking app in Java to take global snapshots and validate whether the money transfer is taking place correctly
- Implemented Chandy-Lamport global snapshot algorithm to take global snapshots of the bank

SKILLS

- **Languages:** Java, Python, JavaScript, C, C++, Haskell, Shell Scripts, Erlang
- **Frameworks:** Spring Framework, MVC, React Native
- **JS Libraries:** Backbone JS, Require JS, React JS, Node JS, Underscore, jQuery
- **Tools:** Weka, Thrift, Webstorm, Microsoft Office, Eclipse, IntelliJ, Choregraphe, Git, Bitbucket, Openstack, Keystone, Apache tomcat
- **OS:** Android, Linux, Windows, Mac
- **Databases:** Mongo DB, Dynamo DB, Cassandra, SQL, NoSQL
- **Other:** HTML5, CSS, Bootstrap, Webpack