

# Aakash “Kash” Sudhakar

SOFTWARE EDUCATOR ♦ MACHINE LEARNING ENGINEER ♦ PYTHON DEVELOPER

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## TECHNICAL SKILLS

Languages	Python, R, JavaScript, Golang, C++
Front-End	HTML, CSS, Plotly, D3
Back-End	Django, Flask, Node, Express, Sequelize
Testing	Pytest, Unittest, Mocha, Chai
Database/Cloud	MongoDB, AWS, Heroku, SQL
Data Analysis	Anaconda, Jupyter, Docker

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## EXPERIENCE

LifeNome	Machine Learning Intern, 2019 – present
	♦ DEVELOPING productionized machine learning algorithms and documentation for product services.
	♦ COLLABORATING with top-tier data scientists and bioengineers to analyze complex biomedical data.
Make School Product College	Curriculum Engineer, 2018 – 2019
	♦ PRODUCED in-depth reiteration of Data Science curriculum for incoming students (class size of 100+).
	♦ PARTNERED with a team of industry professionals and educators to tutorialize cutting-edge data science tools.

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## PROJECTS

HELICAL	Full-Stack Python Developer, 2019 – present
	♦ ENHANCING advanced CS and amended supervised ML algorithms for genomic data processing applications.
	♦ CONSTRUCTING Pythonic web app displaying efficient full-stack web conventions and responsive design.
Recominder	Machine Learning Engineer, 2018 – 2019
	♦ SUPPORTED team of 4+ software engineers on agile implementation of biometric health recommendation app.
	♦ ARCHITECTED machine learning pipeline for data scaling, modeling, and redistribution.
Deep RL Game Library	Deep Learning Engineer, 2018 – 2019
	♦ ENGINEERED contemporary game simulator library with multiple playable sessions.
	♦ IMPLEMENTED advanced deep learning models to responsively learn unsupervised game dynamics in real time.
N-dulum	Python Developer, 2017 – 2018
	♦ CREATED scientific Python simulation tool to model Nth-order chaos pendulum system.
	♦ OPTIMIZED object-oriented hierarchy and class structure for real-time data visualization.

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## EDUCATION

Icahn School of Public Medicine at Mount Sinai	Systems Biology, 2018 – present (certification)
Make School	Applied Computer Science & Data Science, 2017 – 2019
Stanford University	Design Thinking, 2016 – 2017 (fellowship)
University of Pittsburgh	Bioengineering, 2014 – 2017 (transferred)

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## PASSIONS

Biotechnology  
Immersive Gaming  
Muay Thai Kickboxing

## CONTACT INFO

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