KAPISH GARG

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EDUCATION

University of California, Riverside, CA Sep 2019-Apr 2021
Master of Science in Computer Science GPA- 3.8
Coursework: Design and Analysis of Algorithms, Database Management System, Big Data Management, Probabilistic and Statistical models for Artificial Intelligence, Artificial Intelligence, Information Retrieval

Guru Nanak Dev University, Amritsar Aug 2011-May 2015
Bachelor of Technology, Computer Science and Engineering

TECHNICAL SKILLS

Data Science:	Linear Regression, SVM, Naive Bayes, Neural Networks, Pandas
Programming:	Python, Java, JavaScript, Spark, Hadoop, SQL
Operating System:	Linux, Windows, Ubuntu
Repository:	Perforce, GitHub

PROFESSIONAL EXPEREINCE

IIIT Hyderabad, India (Project Intern) Sep 2018-Dec 2018

- Developed a **Machine learning** application using Python to detect anomalous behavior in public surveillance.
- Built the dataset from scratch containing 10000 images to train and test Neural Network.
- Used **Keras model** on image dataset to detect anomalous activity and classify as crime and non-crime.
- Achieved 85% accuracy in predicting criminal activities through **Neural Network**.
- Optimized the algorithm using various activation functions for classification.

Amdocs India Pvt. Ltd., India (Software Developer) Aug 2015-Nov 2017

- Developed and maintained Amdocs Billing Product which handled billing end for telecommunication clients.
- Worked on **Java** based billing system on backend for AT&T, SingTel and Optus impacting network's end users.
- Designed, developed and manipulated **relational databases** using MySQL.
- Collaborated with the SMEs and stakeholders and documented Project Specification Documents while working in an **Agile** team.
- Managed a team of 5 people during onsite Production + UAT support and **debugging** for AT&T Mexico.

PROJECTS AND RESEARCH

2D to 3D Road Network Visualization (2019)

- Built a Python tool using **Spark RDD** which transformed 2D road network to 3D.
- Used Big Data **Open Street Map** for 2D road data and DEM data to convert 2D coordinates into 3D.
- Rasterized information from GeoTrellis to map the raw data.
- Visualized on Google Earth and **ArcGIS** building a network of roads shown in 3D for world road map.

Automated Billing Tool Services (2017)

- Built a **Python** tool which created new parameters for XML by parsing High level Documents provided for specific requirements.
- Reduced overall development time by 20 % assisting in **better code delivery**.

Music Genre Recognition (2015)

- Built an application using Python and **Machine learning** to score songs based on different genres.
- **Trained Neural Network** based on pitch and tone of songs and classified them into different categories.
- Achieved an overall accuracy of 91% for correct **genre recognition** over the dataset of 6000 songs.

ACHIEVEMENTS

- Awarded bonus and recognition for production support and debugging during AT&T Mexico project.