

Abhijith Mundanad Narayanan

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EDUCATION

PhD: Electrical Engineering <i>ML and AI: regression, feature-based and DNNs in (biomedical) signal processing.</i>	KU Leuven, Belgium Dec. 2016 – Sep. 2021
Master of Engineering in Signal Processing <i>Specialization in audio data processing, speech data processing and classification.</i>	Indian Institute of Science, Bengaluru Aug. 2012 – Jul. 2014
B.Tech in Electronics and Communication Engineering <i>Specialization in electronics and communication.</i>	University of Kerala Aug. 2005 – Jul. 2009

EXPERIENCE

Data Scientist <i>Toqua</i>	Feb, 2023 – Present (2+ years) <i>Gent, Belgium</i>
<ul style="list-style-type: none">• Ownership of ship-kernels: from data ingestion, exploration, modeling, validation to deployment of ship performance models.• Data quality monitoring of ship sensor data: Laid the foundations of a data health monitoring framework.• Developing and maintaining data ingestion pipelines from various data collection APIs.• Skills: python, Microsoft Azure, MLOps using mlflow and Azure ML pipelines	
Information Technology Support Specialist <i>Southwestern University</i>	Sep. 2018 – Present <i>Georgetown, TX</i>
<ul style="list-style-type: none">• Communicate with managers to set up campus computers used on campus• Assess and troubleshoot computer problems brought by students, faculty and staff• Maintain upkeep of computers, classroom equipment, and 200 printers across campus	
Artificial Intelligence Research Assistant <i>Southwestern University</i>	May 2019 – July 2019 <i>Georgetown, TX</i>
<ul style="list-style-type: none">• Explored methods to generate video game dungeons based off of <i>The Legend of Zelda</i>• Developed a game in Java to test the generated dungeons• Contributed 50K+ lines of code to an established codebase via Git• Conducted a human subject study to determine which video game dungeon generation technique is enjoyable• Wrote an 8-page paper and gave multiple presentations on-campus• Presented virtually to the World Conference on Computational Intelligence	

PROJECTS

Gitlytics <i>Python, Flask, React, PostgreSQL, Docker</i>	June 2020 – Present
<ul style="list-style-type: none">• Developed a full-stack web application using with Flask serving a REST API with React as the frontend• Implemented GitHub OAuth to get data from user's repositories• Visualized GitHub data to show collaboration• Used Celery and Redis for asynchronous tasks	
Simple Paintball <i>Spigot API, Java, Maven, TravisCI, Git</i>	May 2018 – May 2020
<ul style="list-style-type: none">• Developed a Minecraft server plugin to entertain kids during free time for a previous job• Published plugin to websites gaining 2K+ downloads and an average 4.5/5-star review• Implemented continuous delivery using TravisCI to build the plugin upon new a release• Collaborated with Minecraft server administrators to suggest features and get feedback about the plugin	

TECHNICAL SKILLS

Languages: Java, Python, C/C++, SQL (Postgres), JavaScript, HTML/CSS, R
Frameworks: React, Node.js, Flask, JUnit, WordPress, Material-UI, FastAPI
Developer Tools: Git, Docker, TravisCI, Google Cloud Platform, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse
Libraries: pandas, NumPy, Matplotlib