

# Neel Suthar

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## EDUCATION

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**Master of Science**, Computer Science  
**The University of Texas at Arlington**  
**Bachelor of Engineering**, Computer Engineering  
**Gujarat Technological University**

*Jan 2020 - Dec 2021*  
GPA: 3.70  
*Aug 2015 - May 2019*  
GPA: 8.14/10

## SKILLS

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**Programming Languages:** Python, Java, JavaScript, PHP, C/C++  
**Development/Testing:** Python Flask, Django, React, Redux, HTML, CSS, Bootstrap, Bulma, JQuery, Laravel, WordPress, Node.js, Express.js, Spring framework, Passport.js, REST APIs, GraphQL, JUnit, pyUnit  
**Database:** SQL (MySQL, Microsoft SQL server), NoSQL (MongoDB, Redis)  
**Cloud/DevOps:** Git, Heroku, IBM Bluemix, AWS(Amazon Web Services), MS Azure  
**Data Science/Analytics:** NumPy, Scikit-Learn, Pandas, Matplotlib, Tensorflow, PyTorch, NLTK, OpenCV, Keras  
**Other:** Windows, Unix/Linux Platform, Microsoft Office, Object-oriented programming, Problem-solving, Test-driven development, Software Design patterns, Agile development methodology, Software development lifecycle  
**Certifications:** Microsoft HTML5 Application Development Fundamentals, Spring Framework Masterclass, Spring & Hibernate (In progress)

## EXPERIENCE

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**Graduate Teaching Assistant/Webmaster**, The University of Texas at Arlington *Jan 2021 - Present*  
• Managing and updating the potential information for a website of the Department of Marketing, College of Business.  
• Helping department faculties and Ph.D. students in their day to day tasks and assessing any technical issues.  
• Maintaining the electronic devices and other kinds of resources provided to faculties and students via department  
**Software Developer**, Writopedia Consultants Pvt. Ltd. *May 2019 - Oct 2019*  
• Designed and implemented a database to keep track of the most liked articles of various hot topics for SEO purposes.  
• Developed many blog-post-oriented pages for websites using React.js, Flask, Django, HTML, PHP, and WordPress API.  
• Integrated many iOS apps made using Expo and React Native framework with an authentication feature for privacy.  
**Machine Learning Intern**, eInfoTechs IT Solution *Aug 2018 - Apr 2019*  
• Reduced training time by developing custom functions to clean and process data gathered from the various dataset.  
• Trained various ML models for sentiment analysis of tweets, animal detection, and signature extraction from a document.  
• Developed and deployed ML web apps related to brain tumor detection, motion detector, and crowd control on AWS.  
**Web Developer**, Divine IT Hub *Jan 2018 - Jun 2018*  
• Built custom reusable, responsive, and intuitive components single-handedly using scalable framework React.js.  
• Improved consistency of existing apps by replacing commonly used fields with attractive reusable components.  
• Enhanced existing database functionalities by implementing backend services using Node.js to be used with many apps.

## PROJECTS

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**Microservices using Spring Boot & Spring Cloud (JAVA, Spring, Zuul, OpenFeign, Eureka, Zipkin)**  
• Created Spring Cloud config server to manage the external properties across different environments in a central place.  
• Built and set up the Eureka discovery server to register services and used OpenFeign for API to API communication.  
• Configured Zuul and Spring Cloud API gateways with Zipkin and ActiveMQ for distributed tracing and logs streaming.  
• Developed Property File Access, Product Stock, and Product Enquiry services with multiple instances.  
**Volunteering Management System (JAVA, Spring Boot, React, Bootstrap, HTML)**  
• Developed a system where students can apply for volunteering under the professor on their departments approval.  
• Designed the schemas and created API to be consumed by React front-end and added authentication using Spring Boot.  
• Designed and created dashboards for users such as students, professors, department admin, and admin using Bootstrap.  
**Rating Predictor on Game Review (Python, NumPy, Pandas, SVM, sklearn, Python Flask, AWS EC2)**  
• Developed a Flask app to predict the rating(scale of 1-10) of a given review using the BoardGameGeek Reviews dataset.  
• Developed a logic to clean, format, normalize, and vectorize the reviews using Pandas, TfidfVectorizer for model training.  
• Trained the data using sklearn LinearSVC then saved the model as well as vectorizer using pickle to use for prediction.  
**Movie Recommendation System (Python, Pandas, NumPy, The Movies Dataset)**  
• Built a system to recommend several movies to a user based on their input movie with help of The Movies Dataset.  
• Developed a logic to identify and convert unique genres, cast, and crew information into binary format for each movie.  
• Developed kNN from scratch using distance function to get neighbors based on similarity; got highly accurate results.  
**Object Counting on webcam Object Detection (Python, keras, TensorFlow, OpenCV, pandas, YOLOv3)**  
• Trained object detection model with the help of MS COCO dataset using YOLOv3 object detection system and Keras.  
• Created processing steps to prepare an image & live webcam feed for prediction and identifying objects in a live frame.