Parth Doshi

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EDUCATION

Purdue University – GPA: 3.4   *West Lafayette, IN*
B.S. Computer Science and Mathematical Statistics   **Junior – Dec. 2019**

Relevant Coursework:
- CS 373 – Data Mining & Machine Learning
- CS 381 – Introduction to the Analysis of Algorithms
- STAT 417 – Statistical Theory
- STAT 512 – Applied Regression Analysis

EXPERIENCE

Purdue University – Teaching Assistant   *West Lafayette, IN*
CS 252 – Systems Programming | Dr. Gustavo Rodriguez-Rivera   **Aug. 2018 – Dec. 2018**
- Hold help hours weekly for students in need of tutoring or additional assistance.
- Help during lab sessions by answering questions and grading work.

Viptela/Cisco Systems – Software Engineering Intern   *San Jose, CA*
Network Topology Prediction and Deployment   **May 2018 – Aug. 2018**
- Managed and built an application that consumed customer data to deploy an entirely working Software-Defined Wide Area Network (SD-WAN).
- Predicted complex cross-platform network topologies on hypervisors (ESXi/KVM), clouds (AWS/Azure), and hardware switches.

Cisco Systems – Software Engineering Intern   *San Jose, CA*
Temporal Analysis Network   **May 2017 – Aug. 2017**
- Analyzed Cisco's routers' and switches' real-time temporal data.
- Created queryable multi-variable network heatmaps with subsecond performance over millions of values.

Viptela – Full Stack Development Intern   *San Jose, CA*
Testing Infrastructure   **May 2016 – Aug. 2016**
- Implemented an end-to-end test server management website complete with smart scheduling of tasks, notifications, and server statistics.

PROJECTS & HACKATHONS *(Highlights)*

MediaQ (In Progress)   *April 2018 – Present*
Personal Project
- Created a website with a peer that allows you to make a collaborative queue of media from different sources that is easily shared without accounts.
- http://mediaq.parthdoshi.com

Dimensional Beats   *May 2017 – Aug. 2017*
Personal Project
- Formed a team with peers to create a game based on music.
- Analyzed music samples to find beats and synchronized them to specific in-game events based on beat frequency and type.

LifeSkills   *Feb. 2016*
Heroku Coder Con (1st Place)
- Built a web app that let students connect their hobbies to classes.
- Allowed teachers to give extra credit based on their application of knowledge.

MemVRy   *Aug. 2016*
MenloHacks (3rd Place)
- Engineered a Virtual Reality application that utilizes Memory Palaces.
- Tests showed faster memorization speeds by up to two times.

SKILLS

Languages: Java, C, Python, JavaScript
Miscellaneous: ReactJS, D3.js, Docker, Git, Unix