

## Academic Projects

### Goldchase Game

January 2016 - April 2016

- Multiplayer game developed in **C++**, which uses **message queues** to communicate among the players
- The game uses **semaphores**, **sockets**, **signal handling**, **shared memory** and **ncurses library**, using which the players have to search for real gold from fool's gold on a map which is updated real-time

### Impact of Software Engineering Project Preferences on Student Motivation

August 2016 – December 2016

- Analyzed the impact of student preferences for software engineering projects on their motivation and willingness to continue working on the project on the data collected from undergraduate and graduate class of 91 students for various semesters, using **R** programming
- Performed Statistical Analysis using **R** scripts with **RapidMiner** to test hypotheses for t-test, correlations

### Swellcat – Healthcare Management System

August 2015 - December 2015

- Developed a **web application** for University Healthcare System in a team of 3
- Used **SQL Developer** to provide the smooth functioning of the Health center by introducing an easy process of appointment scheduling, database creation, modification for students and staff

## Professional Experience

### Akka Volunteer

January 2016 - May 2016

- Contributed in developing code using **Scala** for migrating 2 of the major Akka classes to improve the functionality and performance for the newer version over the deprecated functionalities
- Identified and successfully resolved a total of 3 issues and bugs to streamline the migration of Akka classes

### QA Intern, S R Labs, Pune, India

May 2015 – August 2015

- Contributed on a product for market data service, by gathering requirements, helping with finding, documenting and reporting bugs which increased the efficiency by 10%
- Created test plans and test cases for automated as well as manual testing for the **Agile development process**

### Teaching Assistant, California State University, Chico

August 2015 – May 2016

- Conducted the lab sessions for CSCI-217, Fundamentals of Computing, and assisted the instructor with the lecture sessions, for a class of 40 students

## Education

Master of Science in Computer Science	California State University, Chico	GPA 3.75	December 2016
Bachelor of Engineering in Computer Technology	University of Pune, India	GPA 3.82	May 2014

## Coursework

Object Oriented Design, Algorithms and Data Structures, Design of Operating System, Advanced Computer Architecture, System-Level Distributed Computing, Design and Analysis of Algorithms, Advanced Database Management System, Software Engineering

## Computer Skills

**Languages:** C, C++, PL/SQL, Core Java, Python, Scala, R, Perl, Visual Basic

**OS and Platforms:** Linux, Windows, Mac OS X

**Software's/Tools:** SQL Developer, Microsoft SQL server, RapidMiner, Google Test, Gcov, Selenium Webdriver, Jira, JMeter, GitHub, Code Coverage, Travis CI, Microsoft Visual Studio, VirtualBox, Eclipse, NetBeans, Version Control, SVN, soapUI, Agile, Matlab

## Achievements and Affiliations

- Published paper on "OnVote – Secured Online Voting System" in **International Journal of Innovative Research in Computer and Communication Engineering**, Nov 2013
- Representing California State University, Chico in **American Association for Advancement in Science 2017(AAAS)** for "Impact of Software Engineering Project Preferences on Student Motivation"
- Active member of **Association for Computing Machinery (ACM)**
- Former member of **Computer Society of India (CSI)**
- As a **Student Supervisor**, supervised a team of 150 employees to ensure excellent customer service and management for one of the main cafeteria on campus, which serves more than 16000 students and staff