PUSHPARAJ P. PARAB
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Scan the QR code to view my portfolio.

OBJECTIVE:

Looking for full time position in a challenging software company.

EDUCATION:

University of North Carolina at Charlotte   Dec 2017
Master of science in Information Technology – Human Computer interaction
Current GPA: 3.88/4.00

Relevant Courses
Advanced Mobile Application Development, Rapid prototyping, Illustrative visualization, Algorithms and data structures, Human computer interaction.

Academics Honors   Spring 2016, Summer 2017, Fall 2017
*Graduate Research Assistantshi*p

Padre Conceição College of Engineering - Goa university, India   May 2011
Bachelor of Engineering in Information Technology
GPA: 3.5/4.0

SKILLS:

Programing Languages: C#, PHP, Java, JavaScript, C, C++, R, Python.
GUI: D3.js, JQuery, JavaScript, CSS3, HTML5, SVG, VML, Canvas
DBMS: SQL server, MySQL, Oracle, NoSQL – Firebase.
Technologies: Android development, ASP.net, .Net Core, slim 3.0, Propel ORM, Node.js, AWS.
Tools: Visual studio, PHP storm, Android studio, Eclipse, Jupyter notebooks, GitHub, bit bucket, Tortoise SVN, Unity, X-code.

EXPERIENCE:

Graduate Research Assistant at University of North Carolina at Charlotte   Aug 2017 – Present
under *Dr. Mohamed Shehab.*
- Working on visualization project, based on attack trees.
- Guiding PhD student on the previous work and researching to migrate previous work to VR.

Graduate Research Assistant at University of North Carolina at Charlotte   May 2017 – Aug 2017
under *Dr. Aidong Lu*
- Researched on security visualization for Wikipedia data set to show different behaviors vandal and benign users.

Graduate Research Assistant at University of North Carolina at Charlotte
under *Dr. Mohamad Shehab.*
      May 2017 – Aug 2017

- Women' health Project: Users enter activity and food logs into the system using iPhone. Worked on building the role based admin web part which helps the admin and supports to manages user data.
- HSCALE: Developed role based web system. Admins can create patient profiles which allows them to login using system generated QR code and complete a health survey using an iPad.

Graduate Research Assistant at University of North Carolina at Charlotte
under *Dr. Mohamad Shehab.*
      Feb 2017 – May 2017

- Web Crawler: Used phantom.js to scrap data from charlotte back page for data analysis.

Relevant Projects
      Aug 2016 – Present

- Complete Mobile App with Beacons: Hosted web app and web API's on AWS EC2 Which are consumed by the android app. Currently users can register and send messages to a beacon region. If a new user will receive this message if he passes by the defined regions.
- Hospital data Analysis (Spark SQL, Python and Jupyter notebooks):
- Mobile Messaging app(Android): Users can sign in using google, Facebook or create new accounts to sign-in, search for other users on the app and message them.
- Interpreter locator(Asp.net, SQL server): Web app to locate interpreters and make a request. Interpreters can pick a request to service and send an ETA.

Analyst, Web Development
      2011 - 2016

- RFDS product configuration: A complex web system which interacts with SAP MDM. Used Infor product configuration to build business logic. Based on user inputs a complex SVG diagram and a bill of material is generated.
- Redesign for commscope.com(River): Was part of the core team and worked on redesigning the COMMSCOPE website.
- Web application deployed: Led a team of three for this project in 2014-2015. This system is used to deploy web, DB and console jobs and follows an approval cycle.
- Paint inspection Records: Web based testing System for Painted parts. Generates weekly report.
- Patent Inventions: Role based web System developed to maintain company's patents at one place.
- Web based attendance system: Led a team of seven for this project in 2011-2012. System supports more the 3000 employees and gives them access to check their attendance, leaves and generates payroll report.

Bachelor of Engineering project:
      2007 - 2011

- Implementing Mobile Peer to Peer Data Transfer (Final Year Project (B.E)): Hybrid Peer to Peer Mobile app, where users can log in, chat and play games.
- Implemented using J2ME and JXME and a dedicated peer maintaining server.

AWARDS:

- Awarded Interdependence and integrity award for project River (CommScope).   April 2016
- Awarded Interdependence award for RFDS project (CommScope).   October 2015
- Awarded 3rd place for web-based Attendance Management System as Profit Improvement project conducted by the Lean 6 Sigma (CommScope).   April 2012