

PRAKHAR SINHA

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EDUCATION

Present Aug '17	Portland State University, Portland, OR <i>Masters in Computer Science, G.P.A: 3.5</i>
May '15 Aug '11	Narsee Monjee Institute of Management Studies, Mumbai, IN <i>Bachelors in Computer Science, G.P.A: 3.2</i>

WORK EXPERIENCE

Aug '17 Jan '17	Sphere Soft, Hyderabad, IN <i>Associate Software Developer</i> Developed routing, tracking and scheduling applications for logistics & transportation companies. Worked on an analytics framework that processed the data and provided descriptive analysis. Helped build a friendly user interface that enabled easy interaction with the application.
Dec '16 Jan '16	IBM India Pvt. Ltd, Bangalore, IN <i>Associate Systems Engineer</i> Part of the development team responsible for handling the Unix-to-Linux porting of an AT&T Enterprise ticketing and maintenance application, TOPAS. Worked on 3rd party modules and ensured seamless integration with the application server.

SKILLS

Languages: Java, Python, JavaScript, Scala, Ruby,
Frameworks: Node.js, Express.js, jQuery, Bootstrap

PROJECTS

Dec '18 Sept '18	Deep Image Prior, Python A technical study on Image restoration techniques without using CNN's. We show a randomly initialized neural network is sufficient to capture low-level image statistics which can be used as a handcrafted prior with excellent results in standard inverse problems and invert deep neural representations to diagnose and restore images based on flash-no flash input pairs.
Jun '18 Apr '18	Simulator Scheduling, Python A comprehensive study on process scheduling in a Linux operating system. We compared a few scheduling algorithms to the Completely Fair Scheduler used by the Linux kernel.
Mar '18 Jan '18	Sliding Tiles Android, Java Classic version of the n-Puzzle problem adapted for cellphones. A single or double player game with an option of playing to form a 1-15 sequence or assemble equations, from a randomized puzzle set. This android application can be played over Bluetooth or WiFi
Dec '17 Sept '17	Baseball Library JavaScript, Express.js, Bootstrap, Postman A web application that filters information about baseball players from an online repository. The mechanics of the application works with a mix of HTML, CSS, JavaScript at the front end and an Express.js server running behind. Interface styled using the Bootstrap framework. The request is filtered from a PostgreSQL database. The API's were tested using Postman.
Apr '15 Aug '14	MovieGram Java, Android, Ubuntu OpenStack Server Basically Netflix, if it were on a private scale The android application streams files hosted from a personal server. Video streaming codes were added as well. The server was built on the open source Ubuntu OpenStack Server. A comprehensive study went in comparing video codes to minimize the loss during transmission.
Jan '14 Sept '13	MyFilofax Java, Android Built to organize a student's workload. The application keeps track of assignments due and reminds of the deadline. A simple poll monitors the attendance and notifies if low. Also features a portal that connects to Blackboard, acts as a means to submit homework from mobile devices.
	Other Projects General Purpose Universal Kiosks, case study on Interaction Design. Snakes, the classic arcade game, ported using C++ and a Library Management System in Java as a refresher.