Pratik Gare

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Education

University of California, Irvine, CA Sep 2017 – Dec 2018
Master of Computer Science GPA: (3.74/4)
Relevant Coursework**:** *Algorithm Design, Principles of Data Management, Internet of Things, Machine Learning, Operating Systems, Artificial Intelligence, Computer Systems Architecture.*

Pune Institute of Computer Technology, Pune – India Jul 2012 – May 2016
Bachelor of Engineer in Computer Engineering CGPA: (8.67/10)

Skills

- **Languages:** Java, JavaScript, C++, Python, C, HTML 5, JSP, Typescript.
- **Technology/Framework:** Angular, Hibernate, Spring Boot, AWS EC2, Apache Tomcat, Caffe, AJAX, CSS 3.
- **Databases and tools:** MySQL, MongoDB, Git, Bitbucket, Maven.

Work Experience

Software Engineering Intern | CIM Team | Skyworks Solutions, CA Jun 2018 – Dec 2018
Angular6, Java EE, Java, Oracle DB, Typescript, Apache Tomcat, JSP, Servlets, HTML5, CSS3, Spring Boot, JS

- Streamlined the existing CIM projects by the migration from tightly coupled legacy architecture to service oriented.
- Worked on end-to-end product development process from initial phase of requirement gathering/analysis to product deployment/delivery.
- Designed the front-end to upgrade the source code of the CIM portal web application from HTML/CSS to Angular using component architecture.
- Evaluated popular frameworks to standardize the technology stack to account for scalability and maintainability.

Software Engineer | OCR Development Team | Persistent Systems, India Sep 2016 – Jul 2017
JavaScript, Regular Expressions, MySQL

- Developed modules to find the keywords and extract the data associated with it from the OCRed text.
- Implemented normalization algorithms to clean the erroneous optically scanned data.
- Added a feature to the OCR tool to accommodate a new user requirement of double column page format.

Projects

Database Management System *(C++)* Sep 2017 – Dec 2017

- Designed and implemented several layers of a relational database such as Disk space and IO manager, Buffer manager, Query engine, Index manager. Added support for relational operations as selection, projection, joins and aggregation.
- Implemented a simplified version of buffer manager which significantly reduced the disk IOs thereby improved the performance.

XV6 (UNIX) *(C)* Jan 2018 – Mar 2018

- Added kernel threads support in the xv6 operating system, implemented system calls, primitive locking data structures such as mutex, semaphore and conditional variables in xv6.
- Improved memory usage in the kernel by changing page tables implementation using the fork system call.

FeedMach *(IBM BlueMix, AWS, NodeJS, MongoDB, NVIDIA digits)* Nov 2016

- Designed and developed a feedback system, which evaluates genuine feedback based on sentiment analysis.
- The system uses two main channels of input viz. facial expressions and voice.

Wumpus World *(Java)* Jan 2018 – Mar 2018

- Designed and implemented a game strategy to maximize the agent's performance in a classic Wumpus World maze problem by adding a knowledge base and a feedback mechanism to the games rule engine.

StoPoint *(Java, JSP, JQuery, Android, MySQL, Apache Tomcat, HTML, CSS)* Aug 2015 – Dec 2015

- Developed a web and an Android application which helps find a bus commuter the shortest transit route with minimum bus switches in case of no direct route.
- Aids the commuter to locate the nearest bus stop.

Achievements

- Secured a 3rd place out of 101 participants in an AI tournament at University of California, Irvine.
- Stood 2nd among 30 participating teams at 'Persistent Systems Hackathon'.