

Preetham Shankare Gowda

Application Developer & Graduate Student at UNC Charlotte

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Experience

The University of North Carolina at Charlotte, IT Services

Feb 2020 - Present

As an **Application Developer**, I am involved in the development and unit testing of custom enterprise solutions that will serve the university's unique application needs.

Freelancer, Bengaluru, India

Jul 2017 - Jun 2019

Worked on multiple projects including NodeJs and static websites for various clients.

i2i Telesolutions & Telemedicine Pvt. Ltd., Bengaluru, India

Oct 2015 - Jul 2017

- As a **Software Engineer**, I worked on all phases of SDLC, including coordinating with clients and product owners collecting requirements.
- Received commendation by the CEO for delivering a node server in a span of 2 days.
- **Automated** the deployment phase of the releases using "shell script".

Hatticus Technology, Bengaluru, India

Feb 2015 - Jun 2015

- I was hired as an **Intern Android Developer** and was promoted to the **R&D department**.
- Conducted research and delivered solutions that eliminated manual labor.

Education

The University of North Carolina at Charlotte

Aug 2019 - Present

Master of Science in Computer Science, 3.66 GPA

Acharya Institute of Technology, Bengaluru, India

2012 - 2015

Master of Computer Application, Graduated First Class with Distinction (72%)

Projects

[wireframe2code](#) @ UNC Charlotte

Aug 2019 - Dec 2019

Performed an experimental analysis over the **Pix2Code** project by varying the network architecture, using the **CNN** architecture, **VGGNet**.

[Trillium](#) @ i2i Telesolutions & Telemedicine Pvt. Ltd., Bengaluru, India

Oct 2015 - Jul 2017

- Trillium, a **blended learning platform** for continued (medical) education.
- Built and deployed a **REST API** framework on Node js from scratch.
- Helped in **migrating**, a major part of the product, from **PHP to Node JS**.

Beethoven @ Hatticus Technology, Bengaluru, India

Feb 2015 - Jun 2015

- Beethoven, an intelligent **android based music application** that generates a playlist customized to the user.
- Responsible for designing a **music analyzer module**, which classified music based on BPM.
- Designed the **social interface module** for Facebook, Google+, Google Maps, and YouTube APIs.

Library Management System as final year degree project, Bengaluru, India

Jan 2012 - Jul 2012

A basic library software implemented using **3-Tier architecture**.

Skills

Development Skills: Machine Learning, Web & Android applications, Unit Testing, Agile Development.

Programming Languages: JavaScript, Node JS, Python, Angular, PHP, Java, Python.

Other Tools: MySQL, MongoDB, Sequelize(ORM), AWS, CronJob, Git.