

MANGALORE RAKESH SHENOY

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COURSEWORK AT USC

Analysis of Algorithms
Web Technologies
Foundations of AI
Machine Learning
Multimedia Systems Design
Software Engineering I

LANGUAGES

In order of experience

C/C++, Python, C#, SQL, Java,
MATLAB

WEB TECHNOLOGIES

In order of experience

HTML, CSS, JavaScript, PHP,
Bootstrap, jQuery, Node.js,
Laravel, SquareSpace

OTHER

Windows, Linux/OS X, Visual
Studio, XCode, Git, Android
Studio, MySQL, Rational Team
Concert, Jira, Asana

EDUCATION

MS IN COMPUTER SCIENCE ▪ 2015 – 2017
UNIVERSITY OF SOUTHERN CALIFORNIA ▪ GPA: 3.15
BE IN COMPUTER SCIENCE & ENGINEERING ▪ 2011 – 2015
VISVESVARAYA TECHNOLOGICAL UNIVERSITY ▪ GPA: 3.8

WORK EXPERIENCE

RESEARCH INTERN at ModCon IP LLC

Los Angeles, CA ▪ May 2016 – August 2016

Part of the Artificial Intelligence team that researched methods to detect objects in a given scene. Tried various techniques to predict the position and orientation of the object in a future frame. Implemented the code in Python using OpenCV.

SOFTWARE ENGINEERING INTERN at IBM India Software Labs

Bangalore, Karnataka ▪ January 2015 – July 2015

Developed a new feature for the Rational Team Concert Shell Client which allows the user to configure compare tools and map them to file types using regular expressions. Implemented the code in C# .NET and XAML.

HACKS

PICTURE YOUR TRIP! – CLARIFAI TRAVEL HACK ▪ July 2016

Developed a travel recommendation web app that suggests places based on the user's photos on Facebook or Instagram. Used Node.js, Express.js, Clarifai API, Google Places and Maps API, Facebook API, and Instagram API.

PROJECTS

VYMA WEBSITE MIGRATION

September 2016 – current

Migrating WordPress website to SquareSpace for easier maintenance. Adding online registration and payment system to target a larger audience. Acting as Operational Concept Engineer and as one of the developers.

POKEMON TRAINER WEB APP

September 2016

Developed a Laravel-based web app for trainers to register and create profiles, see what Pokémon other trainers have, search for Pokémon. Added admin login with permissions to add/delete Pokémon and update profiles.

SANTANDER CUSTOMER SATISFACTION – KAGGLE

April 2016

Implemented logistic regression, random forests, and XGBoost in Python, in order to best predict whether a customer is satisfied based on the given data.

BAYESIAN NETWORKS

April 2016

Implemented variable elimination to calculate probabilities, and built an agent that calculates expected utilities and selects rational actions for given queries.

WEATHER FORECAST ANDROID APP AND WEBSITE

November 2015 – December 2015

Developed an Android app in which the user can enter an address in the United States and get the weather forecast for that place. Used the Google Geocoding API, Forecast IO API, Aeris Weather API, and Facebook API.

AUTOMATIC SPEECH RECOGNITION

February 2015 – June 2015

Received best project award. Built an isolated speech recognition application which identifies a word spoken by the user. Implemented Fast Fourier Transform, Mel-Frequency Cepstrum, and Dynamic Time Warping in C#.

VOLUNTEER WORK

WEB DEVELOPER at Westside German Shepherd Rescue

Los Angeles, CA ▪ June 2016 – current

Rebuilding website with better UI/UX. Adding filtered search functionality. Building new SQL database with backend web portal for easier updating.