

Ram Vibhakar Suthagar

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EDUCATION

- **Master of Computing** in Computer Science Jan 2014 - Jun 2015
School of Computing, National University of Singapore, Singapore
- **Bachelor of Engineering** in Computer Science and Engineering Jun 2006 - May 2010
Saranathan College of Engineering, Anna University, India

EXPERIENCE

Research Engineer, School of Information Systems, SMU, Singapore Aug 2014 - Present

Developed K-Sketch which is an informal sketching animation system written using Adobe Air SDK. The application is developed for desktop and tablets (iOS and Android). The web application/services are developed using Google app engine PAAS (Python) and AngularJS. Also developed prototypes for collaboration using Node.js and Derby.js frameworks.

Android developer Intern, Quantum Inventions, Singapore May 2014 - Aug 2014

Responsible for developing SOS feature and dynamic day-night theme switcher using Light sensor for Galactio, which is a traffic intelligent GPS Navigation application. The application is available with different user interface for Android mobiles and car on board units (OBU) that run on Android.

Systems Engineer (Retail) , Tata Consultancy Services, India Dec 2010 - Dec 2013

Worked in all phases of Software Development with strong knowledge in Object Oriented Programming. Worked as Point of Sales (POS) developer for the Home Depot, USA. Developed POS applications which could be accessed from both web terminal as well as hand held devices. Also worked for the Walgreens, USA where I developed Customer Analytics and Loyalty solutions which are Java based batches & web applications.

TECHNICAL SKILLS

- **Programming Languages :** Java, Python, C, C++
- **Web Technologies:** HTML5, AngularJS, Bootstrap, Backbone.js, jQuery mobile and REST
- **Code quality frameworks/tools :** JUnit, Codepro and Cobertura
- **IDE :** IntelliJ IDEA, Eclipse, Android Studio and Netbeans
- **Other technologies :** Google App Engine, Android SDK, SQL, basics of Shell scripting
- **Operating systems :** Most flavours of Mac OSX, Linux and Windows
- **Versioning tools :** Git, SVN, CVS

ACADEMIC PROJECTS

• **Behaviour Analysis of "Whales" in gaming** National University of Singapore, Jan 2015

The objective of this project is to study and analyse a huge game dataset. The purpose of the study is to analyse whale users (gamers who spend lot of money in in-app purchases) and find ways to increase the monetisation and addiction of a game. The MongoDB dataset obtained from a successful gaming company is analysed using scikit-learn Python framework and R.

• **Analysing HTML-based mobile applications** National University of Singapore, Jan 2014

The purpose of this project is to analyse various security vulnerabilities in the PhoneGap mobile development framework. Also developed a static solution to analyse such applications for malicious behaviours and security vulnerabilities.

ACHIEVEMENTS

- Awarded with TCS GEMS-On the Spot award three times for developing high quality deliverables
- Runner in state finals of Infosys Aspirations 2020 - National level programming contest 2010
- Awarded best outgoing student in the batch 2010 of my college