Ratan George Senapathy

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OBJECTIVE

Hardworking Computer Science graduate student with leadership skills and global experience in software development and a passion for teaching new minds

EDUCATION

University of Southern California (USC), California (GPA: 3.75/4.00)

May 2018 Candidate

Master of Science in Computer Science

Relevant Coursework: Web Technologies, Networked Games, Foundations of Artificial Intelligence, Algorithms

Manipal Institute of Technology, Karnataka, India (GPA: 8.56/10.00)

May 2016

Bachelors of Technology in Computer Science and Engineering

Relevant Coursework: Advanced Internet Technologies, Network Protocols, Data Structures using C

RELEVANT WORK EXPERIENCE

Frenzy.AI, Los Angeles, United States

Jan 2017 - Present

Position: CTO

- · Currently in charge of the Los Angeles office and collaborating with various teams to release fashion detection API into production
- Working as a full stack developer, took initiative to increase API accuracy of scrapping product details in a blog by 20%
- Integrated cloudsight and deepomatic APIs in PHP using Codeigniter framework for image recognition, worked with MYSQL
- Set up servers on AWS and Azure and wrote scripts to use S3 storage on AWS
- Currently working here while pursuing my Master's degree
- Inventor in the patent application for the fashion detection API

SanDisk India Device Design Centre Ltd, Bengaluru, India

Jan 2016 - May 2016

Position: Intern

- · Designed python based tracking tool to track invalid execution paths in firmware for more efficient firmware testing
- Reduced debugging time by 8% 10%

Microsoft IT, Hyderabad, India

June 2015 - July 2015

Position: Intern

- Designed and developed a user friendly data tracking tool in C# and WPF to detect job failure on SQL Server
- Gave a visual representation of the job and database status, reducing number of work hours for searching for various errors by 20%
- Took the initiative to design a more detailed graphical report generation mechanism for the tool

Parkyeri, Istanbul, Turkey

June 2014 - July 2014

Position: International Intern

- Wrote java servlets for a 3D online world during an international internship opportunity in Istanbul
- · Linked various java libraries together and documented various relationships and interactions between libraries

PROJECTS

Facebook Search (Website + Android)

March 2017 - May 2017

- Created a website in PHP, JavaScript, jQuery and angularJS, called FB and Google maps API to get details about various FB pages and implemented REST APIs for it
- Deployed website on AWS and made an Android app that used REST APIs to fetch details from the website depending on the users query and displayed the results on the app.

Airline Detail Finder (Website)

Feb 2016 - March 2016

• Built a website that parsed an XML file filled with airline details using JavaScript and displayed the details in a tabular format

Networked Game (Unity)

Aug 2017 - Present

- Currently the team leader in charge of making a multiplayer online FPS game, assigned tasks to team members, reviewed code and integrating changes together
- · Working with transport layer protocols for socket programming to implement networking component
- Reduced latency by using dead reckoning and is in the process of implementing voice over IP

Programming Language (First Order Logic Programming Language)

Oct 2016 - Dec 2016

- · Validates queries based on facts given as input using resolution algorithm
- Designed the lexical analyzer, syntax analyzer and semantic analyzer using java and innovated a more effective design of the interpreter

SKILLS

Languages : Java, C++, C# (certified), PHP, JavaScript, Python, HTML, CSS, Haskell, SQL, MYSQL, TSQL

Libraries/Frameworks : Scrapy, AngularJS, Scrapy, Cloudsight API, Deepomatic API, jQuery, Bootstrap, Codeigniter, ReactJS
Software/Tools : Perforce, Unity, VR, Github, Visual Studio, Android Studio, Xcode, Sublime, Blender, Maya, MS Office

Operating Systems : Windows, Ubuntu, Mac OS

Services/Protocols : AWS, Microsoft Azure, REST APIs