Ravish Chawla

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Objective: To pursue a challenging career and be part of an organization that gives me scope to enhance my knowledge, skills, and to reach the pinnacle in the computing field with sheer determination, dedication and hard work.

Education

Georgia Institute of Technology – Atlanta, GA

- Masters of Science in **Computer Science : Machine Learning** (2015 – present)
- Bachelor of Science in **Computer Science** (2012 – 2014)
  - Graduated with **Highest Honors**
- GPA: **3.83/4.0** (overall)

Work Experience

Zynga – San Francisco, CA

Software Engineer (Jan - May 2015)

- Worked on Cross Platform Game development using the Unity Game Studio. Created and developed several services and features for the mobile game Zynga Poker as part of a team. Many of these features were released in the Production app, and are currently being used by millions of users.
- Gained experience in working with the Unity Game Studio, C# and Mono, and backend languages such as PHP and JavaScript. Most of the features I worked on were full scale and comprised multiple areas of the development platform.
- As a member of a small team, I gained experience in how to work alongside other developers and engineers. Our team worked on the Social Hub for Zynga Poker. We completed development of this project within 3 months, and completed its release to the Production game on iOS, Android, and Windows Phone.

Software Engineering Intern (May – Aug 2014)

- Implemented an automated feature by leveraging push notifications for a live game that delivers custom in-game commodities to a target set of daily users. The feature is currently part of the live game, and is being used by millions of users.

Ongoing Projects

- Augmented Reality project in which a 3D Imaging camera is being used to map Factory manufactured products and detect Foreign Object Damage (FOD). We are using a tablet/computer to virtually project the detected objects onto the environment via the screen.
- Currently taking courses for Computer Vision, and Machine Learning for Finance and Trading.

Skills and, Knowledge

- Programming in **Assembly, C, PHP, HTML, CSS, JavaScript, Python, Java, C#**, **Android, XNA, and Unity3D**
- Programming in **SQL** and Knowledge of **relational**, **Big Data**, **NOSQL** Databases, and **Data Mining ETL Processes**
- Knowledge of **Computer Networking** principles, with **Socket programming, Networking Stack implementation,** and the **P2P Architecture**
- Design Practice on Important Algorithms based on **Dynamic Programming**, Graph techniques, and **P/NP**
- Financial Accounting

Project Experience

- **Social Hub for Zynga Poker**
  - Worked on the Social Hub for the Zynga Poker. The Social Hub (part of the current release) is an area of the game which allows all users to interact with their game buddies, people they have played with recently, and their Facebook friends.
  - Developed many of the core features of this project, ranging from backend services and API requests in PHP and Java to front-end components (such as **GameObjects** and Playmaker **logic FSMs**) in Mono/C# with the Unity3D game engine.
- Developed multiple apps for Web and Android, several of which have been published to the **Google Play Store**
  - **Happening**, apps (**Android**, iOS, and **HTML5**) for an Events based Social Network and Advertising Platform.
    - Developed a **REST API** using **Node.js** that used Social network integration with **Graph API**, and a **MongoDB** database hosted on **AWS** services.
  - **Campus Exchange**, app for a Campus-oriented Marketplace for students in different universities.
    - Developed a Web application using **Angular.js** with a fully functional REST API in PHP with a backend **CouchDB** database. The REST API had endpoints for proper user token-based Authentication and Authorization.
  - **Greenbook,** an app that allows users to manage monetary transactions
    - App used the **Parse** backend service to store data in the cloud, and monetized through Google's **AdMob** platform
- Built a Remote controlled and battery powered Motorized Bicycle, programmed in **C++** on an **Arduino**. It was built to handle a person's weight, and drove without user interference. Presented at the 2014 Georgia Tech Prototyping and Design Competition.
- Implemented **Page Rank** using **Map Reduc**e in **Hadoop**, to process the Wikipedia page-links dataset.
  - The **Page Rank** algorithm ranked popularity of websites based on incoming hyperlinks to the site. The data collected from the **Map Reduce implementation** was then evaluated against an **Apache Giraph** implementation to compare algorithms based on memory and speed.