

Ravish Chawla

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Green Card Holder

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Education

Georgia Institute of Technology – Atlanta, GA

- Master of Science in Computer Science and Machine Learning (2015 – September 2017)
 - GPA : **3.87** / 4.0 (overall)
- Bachelors of Science in Computer Science (2012 – December 2014)
 - GPA: **3.83** / 4.0 (overall, Graduated with Highest Honors)

Work Experience

VMware AirWatch – Atlanta, GA

Research Engineering Intern

(May – Aug 2016)

- Worked on the Software Research Team. Researched and Developed applications of Machine Learning on new AirWatch products.
- Applied knowledge of **Machine Learning**, and experience in the **Android** Platform to develop apps that used Online Learning to learn and predict behavior of users on device sensor and status data collected from the **mobile devices**.
- Filed **2 Patents** for developing an approach to the problem of detecting and recognizing vehicle drivers and enforcing usage policy in vehicles.

Zynga – San Francisco, CA

Software Engineer

(Jan – May 2015)

- Worked on Cross Platform **Game development** using **Unity** Game Studio. Created and developed several services and features for the mobile game Zynga Poker as part of a team, which were released and are being used by millions of users today.

Software Engineering Intern

(May – Aug 2015)

- Worked on the Web Game Platform for Zynga Poker. Implemented utilities for developers and managers that allowed them to schedule push notifications for delivering in-game commodities to users of the platform.

Skills and Knowledge

- Experience in **Big Data**, **Hadoop MapReduce**, **Spark**, **Mahout**, **SKLearn**, **TensorFlow**, **NoSQL**, **MongoDB**, **CouchDB**
- Programming in **Python**, **Java**, **C++**, **JavaScript**, **C#**, **HTML/CSS**, **Matlab**, **Android Platform**
- Course Experience in **Big Data Systems and Architecture**, **Machine Learning**, **Machine Learning for Trading**, **Computer Vision**, **Data and Visual Analytics**. Currently taking **Big Data in HealthCare** and **Deep Learning**, and **Text Mining**

Project Experience

- **SafeDriving Driver Detection and Recognition application for AirWatch Research** (*Android, Java, Python, ML*)
 - Researched and implemented an application for detecting and recognizing vehicle drivers while they are using mobile devices. The application used Machine Learning to train on device sensor and GPS information, in order to build a model that can distinguish between drivers and passengers.
 - The application was built on Android with a Python Server backend. In addition to the data collection, the app was responsible for data processing, model-based prediction, and enforcement on device. The application was able to achieve higher than 95% accuracy in distinguishing drivers from passengers.
- **Using Deep Learning to Classify Dogs and Cats** (*Python, TensorFlow, Keras, OpenCV, Weka*)
 - Designed a Convolutional Neural Network to train and classify images of Dogs and Cats. The model was built using TensorFlow library, and techniques such as Data Augmentation, Fine tuning parameters, and Transfer Learning were used to obtain high accuracy of 90% on final classification.
- **Podium – A Multi-Attribute Ranking application for GT Visual Analytics Lab** (*JavaScript, HTML/CSS*)
 - Developed a ranking system in JavaScript. The application inferred user-preferred attributes, based on how the user interacted with the rows in the app. As the user used the application, the ranking improved to align more with the user's preferred ranking preference, based on all the attributes affected by user's interaction with the app.
- **University Graduate Recommendation System** (*Python, Flask, Scikit-Learn, JavaScript*)
 - Developed an application for recommending Graduate Schools to students. The application used Machine Learning models for prediction, trained on a dataset of the colleges students applied to, their education, and college acceptance. The dataset for this application was scraped from forums and consisted of over one hundred colleges in the U.S.
- **3D Foreign Object Detection on Augmented Displays in Computer Vision** (*C++*)
 - Developed an application for Intel RealSense® camera to separate out objects in a video frame, computing 3D differences between the object and its CAD model, and displaying them by augmenting them on a Surface® Table.
- **Social Hub for Zynga Poker** (*Mono + C#, Unity 3D, PHP, Java*)
 - Developed the Social Hub, an in-game section for enabling user-communication, as part of a team for Zynga Poker. Developed important services and features for the app, including work on the Backend API and Front-end Interface.
- **Application Development in Android and Node JS** (*Android, Java, JavaScript, Python, Open Source contribution*)
 - Published several apps in Android on the Play Store (as personal projects). Worked on Node JS sites and REST APIs.