

Renuka Srishti

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EDUCATION

Indiana University Bloomington, Indiana (United States)

Jan 2021 – Present

Master of Science in Data Science (4.0/4.0)

Relevant Course work - Elements of Artificial Intelligence, Applied Algorithms, Cloud Computing, Software Engineering

Oriental College of Technology, Bhopal (India)

June 2015

Bachelor of Engineering, Computer Science & Engineering (7.94/10)

WORK EXPERIENCE

Research Assistant | Indiana University Bloomington, Indiana

May 2021 – Present

Timeline-Augmented Neural Networks

- Generating dataset for compositional language and elementary temporal reasoning.

Associate Instructor | Indiana University Bloomington, Indiana

Jan 2021 – Present

- Designed and graded quizzes and assignments.
- Mentored students on their final project.

Module Lead | Persistent Systems

June 2018 – Dec 2020

- Built Enterprise Data Lake using Apache Hadoop and Talend framework for advanced analytics and Business Intelligence.
- Built an Automation tool to migrate Cognos reports to the client's In-house developed reporting tool.
- Improved search relevance score using machine learning and Apache Solr Learning To Rank for product recommendation.
- Wrote various Technical Design documents and Functional Requirement documents for the project.
- Received the bravo award for my understanding & taking ownership of SOAP API data ingestion into EDL.

Enterprise Senior Software Engineer | HotWax Systems

Oct 2015 – May 2018

- Configured Apache Solr and integrated its features with an enterprise web application such as schema design, relevance searching, faceting, highlighting, suggester, spell checking, pagination, result grouping, joins, Stats component, pivot faceting, analyzers, tokenizers, Terms component, Analytic component.
- Worked on different business models of Apache OFBiz such as Order Management, Party component, Product component, Warehouse Management, and create dashboards to analyze the data.
- Implemented SolrCloud using an external zookeeper ensemble for distributed indexing.
- Developed a User-Based and an Item-Based Collaborative filtering Recommender system and integrated them with E-Commerce Solutions.
- Successfully led a team of 5 members performing multiple tasks such as requirement analysis, development, and integration of the requirement with the E-Commerce solution.

PROJECTS

Team generator using branch-and-bound algorithm

Feb 2021 – Mar 2021

- Based on student's preferences on whom they want to work with and with whom they don't want to work with, create teams to minimize the overall number of complaints using the branch-and-bound algorithm.

Pikachu and The Game Of Sebastian

Mar 2021 – Apr 2021

- Designed modified versions of checkers using minimax alpha-beta pruning and rolling the dice using the expectiminimax algorithm.

Part-of-speech

Apr 2021 – May 2021

- Performed Part-of-speech tagging using Naive Bayes, Viterbi, and Gibbs sampling.

GameMaker

May 2021 – Present

- Developed a simple game maker which can help design games like arkanoid, flappy bird, pacman etc.

TECHNICAL SKILLS

- **Programming Languages:** Python, Java.
 - **Databases:** MySQL, Oracle, MS SQL Server, MongoDB.
 - **ERP Framework:** Apache OFBiz.
 - **Tools:** Talend, Apache Spark, Apache Hadoop, Apache ZooKeeper.
 - **Search Engines:** Apache Solr, Elasticsearch.
 - **Libraries:** NumPy, Matplotlib, pandas, Apache Lucene.
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