

Reshav Abraham

Full Stack ML Engineer

about me

I am a passionate software engineer interested in Full stack development and machine learning. I have experience building backend API's and Frontends. I also have experience in training and serving machine learning models.



✉ reshavabraham@gmail.com

🔗 <https://github.com/reshav-abraham>

in www.linkedin.com/in/reshav-abraham-ab8016a5

🏠 160 Vroom Street, Jersey City

Work Experience

Nlmatix

NLP Engineer

New York, NY — October 2019 - April 2021

- * Improved text indexing from PDF documents to enhance search retrieval quality.
- * Designed back-end APIs with Python and Swagger.
- * Built out front-end features with React and ANT design.
- * Lead on-prem installation for clients and deploying on restrictive environments.
- * Maintained and debugged CI/CD pipelines, with Docker and Kubernetes.

Dell EMC

Software Intern

Charlotte, NC — May 2017 — August 2017

- * Optimized memory usage for enterprise data pipelining software by modeling a regression on real-time memory consumption data using Apache Spark.

Certificates

Natural Language Processing with Deep Learning

Stanford University, CS224N

October 2020 — December 2020

- * Developed a Neural Machine Language Translation model in PyTorch.
- * Implemented encoder and decoder networks using LSTM and CNN layers for processing out-of-vocabulary words.

Projects

Human Voice Detection

- * Developed a neural network architecture using CNN and linear layers for processing audio signals to identify human voices.
- * Developed a script for scraping audio from YouTube playlists.
- * Utilized MFCC and other signal processing techniques to prepare data.

Technical Skills

Languages Python, JavaScript, Bash, C++, Java

Frameworks PyTorch, Tensorflow, Swagger, React

DevOps Docker, Kubernetes, Nginx

Coud GCP, Azure

Databases MongoDB, Postgress, Redis

Markup L^AT_EX, HTML, CSS, Markdown

Education

B.S Computer Engineering

Purdue University

West Lafayette, Indiana

2014 — 2018

Multi-core Processor System Verilog

- * Implemented a synthesizable multi-core processor for processing MIPS assembly language in SystemVerilog.

Automated Nerf-Gun Turret

- * Engineered a turret gun that detects human targets and shoots Nerf darts at them.
- * Implemented human-target detection with MobileNetSSD and OpenCV.

Interests

- * Soccer
- * Guitar
- * Chess