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RAKESH GOPAL KAVODKAR

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EDUCATION

North Carolina State University Raleigh, NC
Master of Science in **Computer Science**
GPA: 3.67 **Expected Graduation:** May 2016
Course Work: Automated Learning and Data Analysis, Artificial Intelligence, Graph Data Mining, Advanced Algorithms, Design and Analysis Of Algorithms, Internet Protocols, Advanced Data Structues, Advanced Machine Learning, Foundations of Data Science, Object Oriented Design and Development

R. V. College of Engineering Bangalore, India
Bachelor of Engineering in **Computer Science**
GPA: 8.99/10 **Graduated:** May 2011

TECHNICAL SKILLS

- **Languages**: Java, C/C++
- **Scripts:** Python, JavaScript, R, NodeJS
- **Environments**: IntelliJ Suite, Eclipse, Visual Studio
- **Operating Systems:** Windows, Linux, Mac OS

WORK EXPERIENCE

ICIDIGITAL
Software Development Intern June 2015 - Present
Languages/technologies used: Java, JSP, AEM, LaTeX, HTML, Bootstrap
Prime Infrastructure (PI)

- Working on a step-by-step, interactive training material and walkthrough guide for Adobe Experience Manager (previously, Day CQ).
- Wrote a multiversional LaTeX document for the training manual for AEM version 5.6 and 6.1

SAMSUNG R&D INSTITUTE
Senior Software Engineer June 2013 - May 2014
Languages/technologies used: Java, Tomcat, NodeJS
Parent Control System

- Worked on the development of a child safety feature on mobile browsers; blocks potentially unsafe sites
- Implemented the category classifier using Naive-Bayes classification for text; developed in Java

News Recommendation System

- Implemented REST services to connect the recommendation module, database and the UI

Webpage Classification

- Implemented a corpus aggregator for the *webpage classifier*; corpus is used to train the classifier
- Designed and implemented a test framework to cross verify the data classified by the classifier module

CISCO SYSTEMS
Software Engineer August 2011 - June 2013
Languages/technologies used: Java, Tomcat, JavaScript
Prime Infrastructure (PI)

- Worked on *Config Templates*, a set of features that deploys configuration(s) over the network devices
- Developed *Undeploy Template*, a feature that removes a configuration from the devices(s)
- Designed and implemented *Global Objects*, an intermediate entity consumed by the *Config Templates*
- Worked with several customers on feature enhancements and product issues

ACADEMIC PROJECTS

- **School Portal**: *Rails, HTML, Bootstrap* [Spring'16]
  A school portal built on top of rails that follows the MVC architecture; Features include course creation, enrollment, messaging service, etc from the perspectives of students, instructors and admins;
- **Reinforcement learning on Othello**: *Java* [Fall'15]
  Built a reinforcement learning agent for the board game Othello. Used neural networks as the function approximator, using the Encog library for Java.
- **Tweet Analyzer**: *NodeJS, HTML* [Spring'15]
  Built as a socked oriented client-server architecture using Express, Socket.IO; Tweets tracked and streamed based on keywords; Analyze the *sentiment*;
- **Centralized Index File Sharing**: *Python* [Spring'15]
  A system for sharing RFCs among peers; RFC and peer info at the central node (server); File transfer as a peer2peer exchange;
- **Go-Back-N ARQ scheme**: *Python* [Spring'15]
  File data encapsulated over UDP packet; Go-Back-N scheme used for packet transfer; False packet loss introduced based on random probability;
- **Top-K twitter words**: *Java* [Spring'2015]
  Apache Storm (trident) used for real time stream analytics; Apache Lucene used for text preprocessing; Count-Min sketches to keep the word count;
- **Loan Default Prediction and Estimation**: *R* [Fall'14]
  A system which predicts whether granting a loan to a customer will result in defaulting, given the customer's transaction details;
- **NLP using Stanford NER**: *Java* [Fall 14]
  Perform NLP on Jane Austen's Emma; identify the features belonging to person, location, organization and other categories;
- **Tutorial on Trees**: *Java, HTML* [UG: 2011]
  Implementation of a web-based tutorial on different types of binary trees;
- **Connect-N Game**: *Java* [UG 2010]
  Extension of the classic board game '4-in-a-row'; Flexibility to increase the board size and the number of coins in a row;