RIKIN DESAI

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OBJECTIVE

To obtain a co-operative education position in the design, development, and testing of Computing Systems and Software Products. Available June, 2014 - December, 2014.

EDUCATION

MASTERS OF SCIENCE, COMPUTER SCIENCE — **GRADUATION DATE: MAY 2015**

ROCHESTER INSTITUTE OF TECHNOLOGY — ROCHESTER, NY

GPA - 3.16

TECHNICAL COURSES:

• Foundations of Algorithm	• Foundations of Intelligent System	• Introduction to Big Data
• Advanced JAVA Programming	• Advanced C++ and Program Design	• Foundations of Comp Science Theory

BACHELORS OF SCIENCE, INFORMATION TECHNOLOGY — **GRADUATED IN: MAY 2013**

DWARKADAS J. SANGHVI COLLEGE OF ENGINEERING — MUMBAI, INDIA

TECHNICAL SKILLS

Programming Skills	JAVA, C++,Python, SQL, C, C#(Basic Exposure), TCP/IP and Socket Programming(Basic Exposure)
Database Technologies	MySQL, DB-2, Microsoft Access
Web Technologies	HTML, XML, CSS
Softwares	Blender, Unity, Visual Basic 6.0, Rational Rose, Oracle, NetBeans, Eclipse,R,Weka

ACADEMIC PROJECTS

- Implemented “Multilayer Preceptron”, a data classification technique and created a GUI based stock recommendation system, using multilayer perceptron and other data mining techniques. **Developed using Python, Weka, MS. Excel and PHP.** (2014)
- Designed and implemented a graphical based, multi-threaded, cross-network multiplayer game “Othello” using Socket Programming and Remote Method Invocation. **Developed in Java.** (2013)
- Lead on team of three while working on a **Final Year Undergraduate Project** titled **“Interactive Circuits using Augmented Reality”**, that designed, developed and tested an augmented reality based project which enabled students to perform physics experiments without the need of physical components. (2012-2013)
  - **CONTRIBUTION:**
  - Formulated and implemented the logic for the application in c# while assisting in development of User Interface.
  - Contributed to team decision with reference to research direction and application development.
  - Published a paper titled “Interactive Circuits using Augmented Reality” in International Journal of Scientific and Engineering Research, July 2013. **Tools used - Blender, Unity 3D**
- Designed an application,“ETL TOOL”, to demonstrate the extraction, transformation and load functions involved in building data warehouse, as a part of “Database Technologies” coursework. **Developed using Java, SQL, Microsoft Access.** (2012)
- Assisted in development and deployment of a web application, “IN & OUT”, with the aim to manage efficiently the inventories while on the move. Furthermore, the application recommended the selling price based on the profit margin and cost price of the product, additionally, it also generated monthly reports based on the sales from previous months. **Developed using HTML, CSS and Microsoft Access**.(2011)

LEADERSHIP AND ACTIVITIES

- Able to resolve problems independently
- Possessing a creative approach to problem-solving
- Flexible with working hours and having excellent interpersonal skills
- Completed Level two “Krav Maga”, Israeli Fighting and self defense