

Sharvil Katariya

SOFTWARE DEVELOPER & ENGINEER · UNDERGRAD

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Education

International Institute of Information Technology (IIIT)

Hyderabad, India

B.TECH IN COMPUTER SCIENCE ENGINEERING

Jul. 2013 - PRESENT

Delhi Private School

Dubai, UAE

SECONDARY SCHOOL | CBSE BOARD

May. 2006 - May, 2013

- Academic Excellence Award, on attaining a perfect 10 out of 10 CGPA for sophomore year(Grade 10).
- Blue Badge Award (Academic Excellence for 4 consecutive years)

Experience

VMware

Bengaluru

CLOUD COMPUTING & SOFTWARE ENGINEERING INTERN

May. 2016 - July. 2016

- Worked on building a proximity based, cross-platform Smart TV solution, using web development architecture
- Architected an cloud-based solution as an extension to project's idea, for real-time analysis using Apache Spark Infrastructure.
- Chosen to work on Borathon(Annual Hackathon) winning project

Connaizen

Delhi

MOBILE DEVELOPER

June 2015 - Aug 2015

- Creation of Net-banking based Android Application, along with customization to user's location and interest, with the help of Machine Learning.
- Realization of User Experience Design along with social site integration

Indian School of Business(ISB), Hyderabad

Remote

DATA ANALYST INTERN

June 2015 - July 2015

- Worked on Data Segregation and to understand relationship between patent inventors network and the firms where they work at, with the help of clustering algorithms.

Imagine Software Labs

Hyderabad

SOFTWARE ENGINEER

Dec. 2014 - Feb. 2015

- Build SAAS based web application, named HelloPsych, for online video consultation with doctors.
- Presented HelloPsych at 67th Annual National Conference of the Indian Psychiatric Society (ANCIPS 2015), Hyderabad
- Worked on asynchronous processing of tasks, with the help of celery, along with the development of an secure payment flow.
- Incharge of Project Deployment on Apache Infrastructure, based on Django Framework, with the help of gunicorn and nginx.

Projects

Semantic Annotation - Wikipedia articles

SIEL Lab, IIIT

ADVISOR - DR. VASUDEV VERMA

Mar. 2016 - Apr. 2016

- The goal was to annotate a research paper, based on ACM classification tree and with an Wikipedia article that matches its contents most closely
- Application of different deep learning models & architecture models like DBOW(Distributed Bag of Words), DM(Distributed Memory).

Temporal Prediction Models for Environmental Variables

LSI Lab, IIIT

ADVISOR - DR. AVINASH SHARMA, DR. SHAIK REHANA

Feb. 2016 - PRESENT

- Application of Machine Learning models, like Extreme Learning Models, RNN, etc. for time series prediction of stream temperature.

Wikipedia Search Engine

SIEL Lab, IIIT

ADVISOR - DR. VASUDEV VERMA

Jan. 2016 - Feb. 2016

- Retrieve Wikipedia pages related to the query and order them according to relevance, along with the help of a 2-Tier Index

Ultimate Tic Tac Toe Bot

IIT

ADVISOR - PRAVEEN PARUCHURI

Jan. 2015 - Mar. 2015

- Designed a AI bot to play the Ultimate TicTacToe Game using MinMax Trees and AlphaBeta Pruning for optimal gameplay.
- Ranked 12th out of 100 teams in Intra-Class Bot Tournament.

Carrom Game Application

SIEL Lab, IIT

ADVISOR - PROF. ANOOP NAMBOODIRI

Jan. 2016 - Feb. 2016

- Created a 2D Carrom game using OpenGL, with designing the game's physics.

Achievements

First Place - IoT Hackathon

Dubai, UAE

DUBAI SMART GOVERNMENT

June 2015

- Secured First Place for Smart Waste Management System, an Internet of Things project, to help in Search and Rescue Mission in case of emergencies.

Top 10 Finalist - Gitex Student Lab

Dubai

GITEX TECHNOLOGY WEEK

Oct. 2015

- Developed an IoT based smart waste management solution
- Showcased the solution to top executives of technological firms like Google MENA

Finalist - Pioneer's Makerthon

Delhi

TATA AND TRYST

Feb. 2016

- Created an Android Application, named "Bounty Hunter", that seeks to provide a messaging platform, to get chores done for a bounty
- Top 12 Finalist - showcased the application at IIT Delhi.

Winner - Game On Event

Hyderabad

FELICITY 2015

Feb. 2015

- Developed an interactive voice-based game

Technical Skills

LANGUAGES

Most Familiar Python, C, C++, Bash

Familiar Java, PHP, MIPS(Assembly), Scala, Matlab, Ruby, ARM

FRAMEWORKS/TECHNOLOGIES

General Android, HTML5, CSS3, Javascript (Node.js, Angularjs), Bower, Gulp

Frameworks Django, Web2py, Ruby on Rails

Databases MongoDB, MySQL, Cassandra, SQLite

MISC.

Version Control Git, SVN, Mercurial

Tools/Libraries OpenGL, WebGL, gensim, theano, keras, nltk, scikit-learn

Embedded systems Arduino, Raspberry Pi, Intel Galileo

Others LATEX, RabbitMQ, Redis, Mixpanel, Mininet, Hadoop, Cisco Packet Tracker

Relevant Courses

Advanced

- Machine Learning, Cloud Computing, Information Retrieval & Extraction, Artificial Intelligence, Computer Graphics, Advanced Computer Networks, Operating Systems, Internet of Things

Fundamental

- Computer Networks, Algorithms, Compilers, Data Structures, Computer System Organization, Digital Signal Analysis & Appl, Introduction to Databases, Digital Logic & Processor, Structured systems analysis & design