

# SHARATH B P

## Software Engineer

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## About

Hard Working Software Engineer with bachelors in Computer Science. I enjoy automating systems using Machine Learning and minimizing human intervention.

## Experience

### Software Engineer @ OneDirect

📅 Jan 2020 – Present

📍 Bangalore, IN

- One Direct develops Customer Experience Management tool which is used by over 100 large Enterprises in India.
- Built and shipped *Mobile Gateway* which handles all the API requests from the mobile app.
- Worked on *Email Recall* feature which helps to recall sent email within specified time if needed. Used *celery* for scheduling email send and cron for resending on failure. Used *faye* for socket connection with UI for displaying status message.
- Implemented *Event Driven Architecture(EDD)* for Ticket Description updation and Ticket Timeline using kafka and Cassandra NoSQL DB.
- Built and shipped *Android and IOS SDK* for Feedback Cloud which the brands can integrate with their mobile app to collect feedback from their customers.
- Worked on React Native mobile App and implemented Feedback cloud analytics UI.
- Built Bot Analytics UI a new product which is used to show the analytics for the conversations done by the bots.

### Software Developer Intern @ Flintzy

📅 July 2019 – Aug 2019

📍 Bangalore, IN

- Flintzy is digital marketing company which helps youtubers to promote their channel.
- Developed *Sales Analytics Dashboard* to view the sales details of the company using Django framework.
- Set up the company blog website in *AWS*.
- Developed *Bulk Email Sending Service* using *Amazon SES* in *Java Spring Boot* to send order acknowledgement to customers.

## Projects

### Caricature Generator

- This was my final year project in my bachelor's. Designed the system to generate caricature using Generative Adversarial Networks(GAN).
- Developed a script for preprocessing the dataset. Developed Python script to detect the face in the image and output the co-ordinates of eyes, nose and forehead.
- Developed the Python Script to align the face if tilted which helps in caricature generation.
- Obtained inverted image to get more images and which helps in regularization and improves the model.

### Teacher Feedback System

- Designed and developed a Feedback System to collect the feedback of teachers from students for computer science department of my college.
- Used MySQL database to persist the data and JDBC driver to connect to DB and used Java Swings for front end.
- Worked on DB design and authentication for the system.

## Skills

### Programming Languages

Java • JavaScript(ES6) • TypeScript  
• C/C++ • Python • HTML • Swift •  
CSS/Sass

### Libraries & Frameworks

Spring • Django • Celery • Faye •  
Express JS • Android Studio • React  
Native • Angular • React • gatsby

### Tools & Platforms

Docker • Rabbit MQ • Kafka • MySQL  
• Cassandra • SQLite • MongoDB •  
Git • Firebase • Gulp • xcode • Web-  
pack

## Education

### Bangalore Institute of Technology

📅 Bangalore, 2020

Bachelor in Computer Science Engineering.  
GPA: 8.66

### Vidhya Mandir Ind. Pre-University

📅 Bangalore, 2016

Courses: Physics, Chemistry, Mathematics,  
Computer Science.  
Percentage: 93

## Courses

### Deep Learning Specialization

Coursera

### Machine Learning

Coursera

## Languages

English • Hindi • Kannada

## Interests

BasketBall, Travelling, Hiking, Guitar,  
Music

### **Real Estate Website**

- Designed Real estate website using PHP, HTML, CSS for the Web Development course in B.Tech.
- Designed DB for storing various house details and added pagination for fetching details from DB and implemented filter for showing filtered data.

### **War And Peace**

- This is Computer Graphics project. It is a multiplayer 3D plane shooting game developed using OpenGL.
- OpenGL is platform independent graphics framework provides API for rendering 2D and 3D graphics.
- Used Lighting, Transformations, Shaders to develop the game. The game is written in C++.

### **Paging Simulator**

- Developed a simulation for presenting paging algorithms in operating systems using OpenGL and C++
- Used various OpenGL concepts like transformation and GLUI for accepting inputs.

### **Service Booking using chatbot(GE Hackathon)**

- Designed a chatbot using Dialog flow and firebase and integrated it in google assistant using which customers can book servicing for their home appliances.