

Shreesh Ayachit

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Education

- **Cornell University** Ithaca
Master of Engineering in Computer Science; Aug 2011 - May 2012
– Key Courses: Machine Learning, Information Retrieval, Robot Learning, Operating Systems
- **R.V College of Engineering** Bangalore
Bachelor of Engineering in Computer Science; GPA: 83% Oct 2000 – Jun. 2004
– Key Courses: Data Structures, Analysis and Design of Algorithms, Object Oriented Software Development, Engineering Math

Experience

- **KAYAK** Concord, MA
Software Developer July 2012 - present
– Implemented new features to adapt to constantly improving Android platform.
– Focus on simple and clean code.
– Continuously track and fix user problems through crash reporting and reviews
- **KAYAK** Concord, MA
Developer Intern December 2011
– Implemented the new ActionBar pattern with backward compatibility for older devices.
- **Only Much Louder Digital Pvt Ltd [Startup]** Bangalore
iOS apps Aug. 2010 – Aug 2011
– Designed, developed and deployed the following iPhone and iPad Applications [some links might be dead]:
 - * [iPad application for buying music albums with integrated play-list support.](#)
 - * [iPhone application for BETT Tradeshow UK.](#)
 - * [iPhone application to detect voice pitch.](#)
 - * [iPhone application for Shankar ehsaan Loy.](#)
– Worked with Web Frameworks: Wordpress[PHP], Flask[Python]
– Written server-side API for a mobile application using Flask+SQLAlchemy.
- **Aricent Technologies** Bangalore
Technical Lead Feb. 2006 – July. 2010
– **Qualcomm BREW Application Development: Team Size - 4 [2010]**
 - * Developed and lead a team in BREW application and widget framework development.
– **Native client for Android: Team Size - 4 [2009-2010]**
 - * Have lead a team in Android multimedia application development.
 - * Have written JNI layer for application framework written in C.
– **Linux Application Framework: Team Size - 5 [2008 - 2009]**
 - * Lead a development team responsible for building Linux Application framework and integrating Aricent software components.
 - * Worked with Gstreamer plug-ins and codec integration.
– **Streaming feature for mobiles [RTSP/RTP] : Team Size - 3 [2006 - 2008]**
 - * Was Instrumental in transforming a demo grade software into a reliable software capable of working with multiple networks and servers in volatile network conditions. Streaming software is now being used on mobile devices in Europe with market reach of about 100000+ users.
– **Progressive Download feature for mobiles [HTTP]: Team Size - 3 [2006 - 2007]**
 - * Designed and implemented Progressive Download(PD) feature for mobiles in C++ using eMuzed Multimedia Framework.

- **SANYO LSI Technologies**

- *Design Engineer*

- **Kernel and framework Porting: Team Size - 3 [2005 - 2006]**
 - * Experience with Linux kernel porting.
 - **GUI and system Programming: Team Size - 3 [2004 - 2005]**
 - * System programming in C and C++,

Bangalore
Jun. 2004 – Feb. 2006

Skills

Languages: Java,C,C++,Objective-C,Python

Computing concepts: Pitch Detection,Data Structures,Algorithms,Networks,Mobile Multimedia

Miscellaneous

- Active member in teaching,mentoring poor children as part of India Literacy Project.
- Presented a talk at Mobile developer summit 2010 on pitch detection for mobiles.[\[Slide Link\]](#)
- Common Entrance Test Ranking of 70 among 120000+ students applying for under graduate admission in Engineering.
- 2 team awards for exceptional work in delivering software.