321 N Fremont Ave, #115 Tucson AZ 85719

# SRIDHAR MOCHERLA

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#### **EMPLOYMENT**

#### **Research Assistant**

## **Steward Observatory**

Aug 2016 - current

Wikipedia Classification

- Implemented efficient XML parser for Wikipedia dump (50GB+) with ~3 hours runtime.
- Implemented Naïve Bayes and SVM classifiers using Java/Python to classify Astronomy articles with 80% and 85% accuracy respectively
- Implemented on-the-fly indexing of classified articles into Solr service exposed to front-end.

### **Software Engineer**

### Microsoft

August 2015 - May 2016

**Enterprise Integration Platform** 

- Developed PaaS solutions on Azure as part of agile scrum team to built B2B platform
- Enhanced performance of Tracking REST API (fixed timeout) by leveraging connected databases on cloud.
- Modularized deployment automation framework of platform components for faster release to production

Service Engineer Microsoft July 2014 – July 2015

OEM platform

- Reduced downtime by automation (by 30%) of different phases of on-premise disaster recovery using PowerShell scripting
- Built mobile app (Windows Phone) for monitoring of services deployed on cloud.

## **EDUCATION**

#### Tucson, AZ

### **University of Arizona**

Fall 2016- May 2018

- Master's in Computer Science (M.S). GPA: 3.67/4. Full tuition scholarship.
- · Notable coursework: Computer Vision, Adv. Data Visualization, Database Systems Implementation

## Hyderabad, India

## **Osmania University**

Oct 2010 - June 2014

- Bachelor of Engineering (B.E) in Computer Science. Aggregate: 88.4%
- Awarded silver medal for the academic year 2012-13 for being the top student in the department

## **TECHNICAL EXPERIENCE**

#### **Projects**

- **Minibase** (Spring 2017)— Built features for a mini-relational database in C++ Heap file with CRUD operations, Buffer Manager with replacement policies, B+-tree index and sort-merge join of files.
- **Simple Router** (Fall 2016) Virtual router built in C with support for file download, ping, traceroute, IP packet forwarding, ARP caching and multi-router support with link-state routing.
- **Fluid Simulation** (Spring 2017) Physics based fluid simulation rendering real-time using OpenGL and CUDA. Water-like fluid generated as particles and surface display with motion.
- **Medical data visualization** (Spring 2017) Tooth data visualized as a surface using Marching Cubes algorithm in C++ using openFrameworks.

## **Languages and Technologies**

- C++, C, Java, C#, SQL, JavaScript, Angular, PowerShell, MATLAB, OpenGL, Lucene, Solr
- · Visual Studio, Microsoft SQL Server, CLion, git, Paraview