SRUJUN THANMAY GUPTA

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EDUCATION

Computer Engineering & Business Minor

August 2014 – May 2018

Class: Junior

University of Illinois at Urbana-Champaign

GPA: 3.7 | Dean's List: Fall '14, Spring '15 | James Scholar

Courses:

- CS 374 Algorithms
- CS 225 Data Structures (Honors)
- CS 498SL3 Virtual Reality
- BADM 320 Marketing Principles
- ECE 391 Operating Systems
- CS 498ML Applied Machine Learning
- ECE 385 Digital Systems Lab
- ACCY 200 Financial Accounting

EXPERIENCE

Software Engineering Intern

May 2016 – August 2016

Pure Storage

- Developed a distributed systems framework for Petabyte level scale-out storage
- Integrated object and block storage interfaces using an open source tool called Ceph
- Deployed as clustered application on Pure Storage's All-Flash Storage Systems

President & Executive Board Lead

September 2014 – Present

Association of Data Science and Analytics (ADSA)

- Largest student-run Data Science organization at UIUC.
- Lead efforts in expanding Data Science and Machine Learning across the Engineering and Business schools in the University
- Run workshops and projects on AWS, Apache Spark & Hadoop, and SciKit-Learn

PROJECTS

July 2016 – Present

Clustered Infrastructure for Jupyter Python Notebooks using AWS/Docker

- Creating a multi-server Jupyter Python deployment for 100+ users
- Built on Docker containers, and orchestration through Docker Swarm
- Used for Data Science workshops in Python for students in UIUC

Aug 2015 – December 2015

Solving Hand-drawn mazes on an FPGA

- Created an Edge-detection algorithm in C/SystemVerilog to detect hand-drawn mazes
- Programmed on a NIOS II-based processor running on an FPGA
- Solution is generated live and displayed procedurally

June 2015 – March 2016

Machine Learning Algorithms Library

- A small library of machine learning algorithms like linear and logistic regression, and feed-forward neural networks
- Based on Andrew Ng's CS 229 course at Stanford
- Programmed in Python from scratch using Numpy and Scipy

2013 – 2014

FIRST Robotics: Camera Vision Tracking System

- Programmed a Computer Vision goal-tracking system used in robots
- Robot autonomously aligned Frisbee shooter toward target using camera-feed
- Awarded Innovation in Control at Lake Superior Regional Competition in MN

LANGUAGES AND FRAMEWORKS

Proficient with: Python, C/C++, Java, Bash

Ceph, Docker, Apache Spark, NumPy/SciPy

Familiar with: Scala, SQL, Javascript, HTML, CSS Octave/MATLAB, Verilog

Android SDK, Hadoop, MongoDB, scikit-learn, D3.js