

SUMANTH DAS

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EDUCATION

Masters in Computer Science, Expected December 2023

University at Buffalo, The State University of New York

- GPA: 4.0 / 4.0
- Relevant course work: Operating Systems, Distributed Systems, Databases and Parallel Algorithms

Bachelor of Technology in Computer Science, June 2019

SASTRA University

- GPA : 8.38 / 10.0

EXPERIENCE

Software Developer, SS&C Eze, Hyderabad, India, June 2019 - August 2022

- Collaborated with a team of 4 to develop Eze mobile app for stock trading and portfolio management in React Native framework.
- Developed libraries for storing refresh tokens from OAuth 2.0 in device using Hardware Security Modules resulted in a 50% reduction in authentication latency and improved user experience.
- Implemented authentication and authorization of users with OpenId standard on AWS Cognito.
- Improved scalability and performance of backend API's by leveraging Golang and micro services.

Intern, SS&C Eze, Hyderabad, India, February 2019 - May 2019

- Collaborated in a team of 5 to implement an OAuth 2.0 server in ASP.NET.
- Authenticated and authorized a significant number of services with client credentials workflow, demonstrating OAuth 2.0's flexibility and scalability.
- Ensured security by relying on SSL and tokenization, key features of OAuth 2.0.

PROJECTS

Distributed Hash Table(Kademlia), Spring 2023

- Built a distributed hash table using Golang for content addressing using principle of Kademlia.
- provided a way for multiple computers to self-organize into a network, communicate, and share resources, all without a central registry or lookup.

Performance study using MPI on disease simulation(High performance computing), Spring 2023

- Devised a disease spread simulation to evaluate performance gains through parallel processing.
- Used MPI library to run simulation leveraging multiple CPU processors at university's super computer
- identified affect of travel, safety and contaminant factors on rate of disease spread among groups.

Raft(Distributed Systems), Spring 2023

- Implemented the Raft distributed consensus algorithm in Golang to provide a reliable and fault-tolerant way to achieve consensus in a distributed system.
- Implemented four major components of the Raft protocol: Leader Election, Log Replication, Log Commitment, and Client Interaction.

TECHNICAL SKILLS

Languages: Java| C#| Python| Go| JavaScript| C++| SQL.

Frameworks: React Native| .NET| ReactJS with Redux| OAuth 2.0| MPI.

Databases: SQL Server| Postgres.

PUBLICATIONS

Scene Text Recognition: A Preliminary Investigation on Various Techniques and Implementation Using Deep Learning Classifiers. (https://link.springer.com/chapter/10.1007/978-981-15-1286-5_20).