
Education

Master of Science in Computer Science	Stony Brook University	3.50	Sept 2015 – Dec 2016
Related Course Work			
• Design & Analysis of Algorithms • Operating Systems • Artificial Intelligence • Computational Biology • Network Security			
B.E. in Computer Science	People's Education Society School of Engineering (PESSE)	79.10/100	Sept 2010 – Jun 2014

Skills

• Languages: Java, C, C++, Python	• Operating Systems: Linux/Unix, Windows
• Development Tools: Spring MVC, Eclipse, netstat, tcpdump, Git	• Database: MySQL
• Web/Frameworks: Apache Solr, REST, Apache Tomcat	• Methodologies: Agile

Work Experience

Altice USA | Software Developer Intern | New York, USA Jun 2016 – Aug 2016

- Implemented an application in Java to design and manage articles and newsletters for Newsday website using Sailthru APIs.
- Worked on Apache Solr to perform fast text search for newsletters using real-time indexing.
- Designed and developed the application components in an Agile environment utilizing a test driven development approach.

Samsung R&D Institute | Software Engineer | Bangalore, India Jul 2014 – Jul 2015

- Responsible for API design and development of a B2B fleet management solution based on Samsung-Internet of Things (S-IoT) cloud platform using REST. The project was awarded 1st position in Samsung Tech Fair – Nipun 2014.
 - Solely responsible for designing, maintaining and enhancing the dashboard for S-IoT usage statistics.
 - Performed rigorous unit testing during development phase and achieved 73% code coverage.
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Academic Projects

Network Security (C) | Stony Brook University Spring 2016

- Developed “DNS packet injector and detector modules” which perform and detect Man on the Side (MotS) attacks respectively.
- Developed a “plugboard proxy” for adding an extra layer of protection to publicly accessible TCP services by encryption.

Kernel Programming (C) | Stony Brook University - Prof Erez Zadok Fall 2015

- Implemented “Anti-Malware File System” – a stackable file system (similar to wrapfs) which checks for malicious pattern inside the file and quarantines them.
- Implemented “Asynchronous Job Execution” system call for processing I/O intensive processes like encryption/decryption. Implemented a callback mechanism using Netlink sockets to update the user with the status of the given task.

Artificial Intelligence (Python) | Stony Brook University Fall 2015

- Designed and developed a Naïve Bayesian Classifier for “classifying Handwritten numerals”.
 - Implemented the game “Peg Solitaire” using two different search methods: Iterative Deepening Search and A* Search.
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Academic Publications

- Digital Restoration of Archaeological Heritage | <http://bit.ly/1P69Rwa>
 - Snow Classifier based Rapid Face Detection and Recognition Method | <http://goo.gl/MldCY9>
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Honors and Achievements

In-house Shark Tank | 1st Position | Altice USA

- Worked on designing a business model to leverage Altice's WiFi hotspots for providing small businesses in and around the tri-state area with semantic data analysis on customer trends and footfall.