

KEDAR PRABHU

Home Page: <https://trojanguy31.github.io/>

LinkedIn: <https://www.linkedin.com/in/kprabhu31>

Address: 595 Callan ave, Apt 1, San Leandro CA-94577, USA • +1 (213) 448-0914 • orewakedar@gmail.com

US VISA STATUS

H-1B visa holder (From Oct 1, 2016)

EDUCATIONAL RECORD

University of Southern California (USC), Los Angeles, CA [Expected: Dec, 2015]

Master of Science, Computer Science

B.V.Bhoomaraddi College of Engineering and Technology, India [June, 2012]

Bachelor of Engineering (Electronics & Communication)

Global Indian International School, Singapore [May, 2008]

International Baccalaureate Diploma (IB)

WORK EXPERIENCE

PlayStation Network - Sony Network Entertainment International (SNEI) [May, 2015 – Present]

Title: Software Engineer I

Role: Developing new social features of PlayStation 4 (PS4). Majorly Java RESTful APIs for 'Communities' feature of the PS4 console and mobile apps (IOS & Android).

The Interaction Lab, USC (Los Angeles, CA) [Sep, 2014 – April, 2015]

Title: Technical assistant at the Robotics Lab

Role: Conducting research on Spatial Primitives in Human-Robot-Interaction. Includes Feature Extraction, Data Visualization and Statistical Analysis on Interactions between humans and robots.

TATA Consultancy Services Ltd. (Mumbai, India) [Oct, 2012 – Nov, 2013]

Title: Assistant System Engineer

Role: Developed Backend modules related to Sales & Marketing for our client 'Avis and Budget Group' by implementing IBM's DB2 database management systems in Mainframe Systems using COBOL.

TECHNICAL SKILLS

Programming Languages: Java, Python, SQL/CQL, R language, MATLAB

Technology: Java8, J2EE Spring framework, Spring-DAO, Java Beans (EJB), maven, Jersey2.0

Tools: Eclipse, Cassandra, Redis, Solr/SolrCloud, Couchbase, Git, R studio, WEKA

PROJECTS

Click-Through Rate Prediction (MATLAB, Java) [Nov, 2014]

- Implemented Click-Through Rate (CTR) prediction using Machine Learning techniques while handling the Big Data as our training dataset
- Blog: <http://www.ctrpredicted.blogspot.com/>

Emotion Detection based on Human Speech (Praat, Python, R, WEKA) [Feb, 2015 – April, 2015]

- Carried out Feature Extraction and Feature Analysis on human speech data to classify the speaker's emotion
- Blog: <http://emotiondetected.blogspot.com/>

Text Classification using Machine Learning Techniques (MATLAB, Python)

- Programmed Naïve Bayes classifier in MATLAB to classify emails based on SPAM/Not SPAM [Sep, 2014]
- Scripted Naïve Bayes classifier in Python to perform Sentiment Analysis [Jan, 2015]

Mobile device game development (Unity3D, C#)

- Developed an Android/iOS mobile game using Unity3D tool [Feb, 2015 – April, 2015]
- YouTube video trailer: <https://www.youtube.com/watch?v=rxUhIkzdESg>