# KEDAR PRABHU

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## US VISA STATUS

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

## EDUCATIONAL RECORD

**University of Southern California (USC), Los Angeles, CA**      [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 Interactive Entertainment (SIE)**      [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. Using Python to develop Sony internal tools to carry out load testing on these APIs.

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

 **Title**: Technical assistant at the Robotics Lab

 **Role**: Conducted 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 using Java(JDBC) and Python(PyDB2).

## TECHNICAL SKILLS

**Programming Languages**: Java, Python, SQL/CQL, R language, MATLAB, Praat
**J2EE Technology:**      Spring framework, Java Beans (EJB), maven, Jersey2.0
**Machine Learning tools:**   R studio, Orange, WEKA, Scikit-learn (Python)
**Databases**:      Cassandra, Redis, Solr/SolrCloud, Couchbase, MySql

## PROJECTS

**Click-Through Rate Prediction (MATLAB, Java)**      [Nov, 2014]
- Implemented Click-Through Rate (CTR) prediction using Machine Learning techniques with Big Data
- Blog: http://www.ctrpredicted.blogspot.com/

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