

KEDAR PRABHU

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US VISA STATUS

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

WORK EXPERIENCE [4+ years]

PlayStation Network - Sony Interactive Entertainment (SIE)

[1.75 years]

Title: Software Engineer

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)

[1 year]

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)

[1.5 years]

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

EDUCATIONAL RECORD

University of Southern California (USC), Los Angeles, CA

Master of Science, Computer Science (Data Science)

B.V.Bhoomaraddi College of Engineering and Technology, India

Bachelor of Engineering (Electronics & Communication)

Global Indian International School, Singapore

International Baccalaureate Diploma (IB)

PROJECTS

Click-Through Rate Prediction (MATLAB, Java)

- 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)

- 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
- Scripted Naïve Bayes classifier in Python to perform Sentiment Analysis

Mobile device game development (Unity3D, C#)

- Developed an Android/iOS mobile game using Unity3D tool
- YouTube video trailer: <https://www.youtube.com/watch?v=rxUhIkzdESg>