TUSHAR GUPTA

1179 W 29th Street, Apt 6, Los Angeles, CA, 90007 ● tushargu@usc.edu ● http://guptatushar.in ● (213) 294-9598

EDUCATION

Master of Science, Computer Science   August 2014 - May 2016
University of Southern California, Los Angeles   GPA: 3.74 / 4
Relevant Courses: Algorithms, Operating Systems, Compilers, 3-D Graphics, Parallel Programming, Artificial Intelligence.

Bachelor of Technology, Computer Science and Engineering   August 2007 - May 2011
Lovely Professional University, Punjab, India   GPA: 9.23 / 10

TECHNICAL SKILLS

Languages: C#, Java, Python, C, C++, MS SQL Server, MySQL, PHP, Perl
Web: Spring MVC, Microsoft MVC, JavaScript, JQuery, Ajax, RazorView
Libraries: Android, ORM, Bootstrap, RazorView, OpenMP, MPI, CUDA, Telerik, WIX
Tools: Eclipse, Visual Studio, Android Studio, AWS, SQL Server Management Studio, Eclipse, Maven, Gradle, Visio, Jenkins, Git, SVN, TFS, Hadoop, Tableau, Microsoft Business Intelligence Development Studio

WORK EXPERIENCE

Graduate Assistant, Graduate School, USC   Oct'14 - May'15, Aug'15 - Present
Working as a part of 5 member team developing and maintaining 12+ Graduate School applications used by students, faculty and administrative staff. Worked on development of new versions of two web applications.

Intern (Software Development), Cloud Licensing Team, Autodesk   June 2015 – August 2015
Enhancing Automation Coverage of Cloud Licensing Services: Designing and development of an API to mock different services used by Cloud Licensing Service. Created 3 mock services which resulted in a 29% increase in automation coverage. Application added as a part of Continuous Integration.

Software Engineering Analyst, Accenture (Avanade)   August 2011 – July 2014
Worked as a full stack engineer on 3 different projects (and teams). Participated in development/enhancement of tools and web applications like Learning Management System, Project Cost Estimator, automatic service deployment, etc.

Intern, Systems Department, Net4 India Ltd.   July 2010 – December 2010
Mail4India: Worked in a team of 3 to replace legacy email system with an open source webmail product (SquirrelMail) used by 400,000 users every day. Development done in LAMP environment using PHP, Perl and MYSQL.

ACADEMIC PROJECTS

Project Minions (Directed Research project)   Spring 2016
Project Minions is a combination of self-serving loyalty program, intelligent virtual pet and game play mechanics wherein users can earn virtual coins based on activity like buying goods/services, check-in's, exercising, etc.

3D Graphics Rendering Library   Fall 2015
Implemented 3D graphics rendering pipeline with 3D transformations, lighting, shading and accumulation buffer anti-aliasing. Used Linear expression evaluation rasterization algorithm to rasterize polygon mesh (triangle).

Analysis of Twitter data using MapReduce/Hadoop   Spring 2015
Developed a MapReduce solution to run analysis on 17.8GB twitter dump file. Ran modules such as sentiment/ language/location/date/topic based analysis and recorded the performance gain over serial search.

Operating System Kernel Development   Spring 2015
Worked in a team of 4 to implement the kernel for Weenix operating system. Implemented bootloader, file system, threads, process management and virtual memory.

                                                                                             Fall 2014
Books and Movies Federated Ontology
Designed and developed a federated ontology to find interesting relationships between books and movies based on books. Created ontologies using Protégé and used Apache Jena server for running SPARQL queries online.