

Vrushabh Deogirikar

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Education

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| Master of Science | <u>Santa Clara University, US</u> | 09/2023 - 03/2025 |
| <ul style="list-style-type: none">Major in Computer Science and Engineering GPA: 3.83Coursework: Independent Study-Mobile App Development, Distributed Systems, Machine Learning, Operating Systems | | |
| Bachelor of Engineering | <u>Pune University, India</u> | 08/2016 - 08/2020 |
| <ul style="list-style-type: none">Major in Computer Science GPA: 3.43Coursework: Computer Architecture, Cloud Computing, Data Structures, Object Oriented Programming, Computer Networks | | |

Skills

- Flutter | Dart | Java | Python | C++ | C# | JavaScript | React | Node | CSS | SwiftUI | Shell Scripting | SQL
- Mobile Application | Frontend | Backend | Full-Stack | OOP | Flask | RESTful API | Postman | Jira | Agile
- Cloud Computing | Git | Linux | Amazon Web Services | Docker | Kubernetes | Jenkins | Automation

Experience

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| Software Development Intern | <u>Geenuity, USA</u> | 06/2024 - 09/2024 |
| <ul style="list-style-type: none">Researched Nixtla TimeGPT, NeuralForecast, and AWS Forecast to integrate time forecasting functionality in Geenuity's AI agent.Developed RESTful APIs with Python using FastAPI and containerized the app on Docker. Tested APIs with Postman.Designed interactive user interface using Bubble, incorporating charts for visualizing time forecast API response data in JSON.Integrated LLMs using Flowise to develop an autonomous AI agent, capable of executing diverse tasks and optimizing content delivery. | | |
| Research Assistant | <u>Imaginarium Lab, USA</u> | 01/2024 - Present |
| <ul style="list-style-type: none">Developed a TikTok-like app with Flutter for Android/iOS to support research, featuring facial data and user interaction capture, video scrolling, and Firebase integration.Researched 3D human body mesh reconstruction from egocentric images, focusing on data collection and model development.Contributed to scientific publications and presented research findings.Conducted data analysis and visualization on app-recorded and survey data using statistical and machine learning techniques.Created an immersive VR escape room game with interactive UI/UX using Unity 3D engine and C++, incorporating advanced gameplay elements such as grabbable and destructible objects, sockets, puzzles, and teleportation. | | |
| Software Developer | <u>Farmia Agricon LLP, India</u> | 04/2023 - 08/2023 |
| <ul style="list-style-type: none">Engineered a VGG19-based deep learning model using Keras and TensorFlow for accurate classification of plant diseases from images.Implemented image preprocessing and data augmentation strategies, and transfer learning techniques to enhance model performance.Fine-tuned model through early stopping and model checkpointing, achieving high accuracy in disease classification.Developed an intuitive UI using Flutter, Dart enabling users to upload plant images, send them to the model through API connection and receive disease detection results. | | |
| Software Developer | <u>Birlasoft, India</u> | 10/2020 - 01/2023 |
| <ul style="list-style-type: none">Promoted to MES Consultant within 18 months. Took over maintenance of NoMuda VisualFactory implemented for Proterra.Collaborated closely with the development team for debugging and resolving high priority issues in an agile setting.Completed Piston Protrusion Management System project for Cummins India Ltd., replaced old system with a new Ignition software.Developed SCADA HMI screens and PLC programs for building management system, chiller plant, air handler unit for Entegris.Curated proof of concepts for manufacturing plant on Ignition platform scripted in Python and live PLC data. | | |

Projects

- 3D Interactive Portfolio Website:** Created an immersive portfolio website featuring responsive design, interactive 3D models, animations, and an email contact form. (ThreeJS, React Three Fiber, TailwindCSS, Framer Motion) **(04/2024)**
- Distributed Message Broker:** A robust publisher/subscriber model featuring fault tolerance and health monitoring through distributed brokers, data replication, multi-threading, and heartbeat protocol. (Python, Flask, AWS EC2, Linux) **(06/2024)**
- To-Do List App:** Developed a To-Do List application designed for task management. Key features include the ability to add tasks, mark tasks as completed with a strike-through effect, delete tasks, and secure user login functionality. (Flutter, Dart, Hive) **(02/2024)**
- Expense Tracker:** Developed an expense tracker application featuring CRUD operations for expenses, budget tracking, and detailed spend analysis. (Flutter, Dart, Hive) **(03/2024)**
- Netflix iOS App:** Features include dynamic movie content updates, trailer playback, trending movies. (SwiftUI, UIKit) **(09/2023)**

Leadership & Volunteering Experience

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| Mobile App Developer | <u>SCU Frugal Innovation Hub, USA</u> | 01/2024 - 06/2024 |
| <ul style="list-style-type: none">Steered the end-to-end development of a bilingual math app assisting Hispanic children overcome language barriers.Conducted requirement analysis, designed UI/UX, created prototypes on Figma, and developed the app using Flutter SDK, Dart.Planned tasks, estimated efforts, and assigned responsibilities to team members, ensuring efficient workflow and timely delivery. | | |