Vaibhav Shelke

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EDUCATION

- **SRM Institute of Science and Technology** — Chennai, India
  Bachelor of Technology in Software Engineering; CGPA: 8.0/10.0 — Jul. 2014 – May. 2018

- **KVN Naik Arts and Science College (HSC Board)** — Nashik, India
  Class 12th; Percentage: 75% — Aug. 2013 – Jul. 2014

- **Ryan International School (ICSE Board)** — Nashik, India
  Class 10th; Percentage: 80% — Aug. 2011 – Jul. 2012

SKILLS

- **Languages**: Python3, JavaScript(ES6), C++, Java.
- **Tools**: Make, Babel, GitHub, TravisCI, Heroku, Bash, Docker.
- **Frameworks**: Scikit Learn, Open CV, Keras, Scrapy, Django, Flask, Node.js.
- **Databases**: MongoDB, MySQL, RethinkDB.
- **Others**: Socket Programming, API Development, Web Crawling, Data analysis.

AREAS OF INTEREST

Robotics, Genetic Algorithms, Machine Learning and Artificial Intelligence.

EXPERIENCE

- **Digital Impact Square** — Nashik, India
  Backend Developer — Dec 2018 - Present
  - Written the complete backend for Vesatogo mobile application. Vesatogo app simplifies farmers' delivering their produce in right time at reasonable cost.
  - The system uses docker images to continuously deploy the new versions of the developed API.

- **Freshworks Technologies** — Chennai, India
  Software Engineer — Jan 2018 - Jul 2018
  - Developed an ES6 module which was used as a wrapper for easy and persistent storage of data in cookies and local storage.
  - Written an AWS Lambda Function as a micro-service in Node for automated ticket assignment to increase developers' productivity.
  - Developed reusable UI Interaction components for improving website performance and maintainability in middleman.
  - Improvement and optimization of Travis CI scripts on notifying the user about current build status.

- **SRM Mars Rover Team** — Chennai, India
  Programming Lead — Oct 2016 - Dec 2017
  - Developed and implemented autonomous drive algorithm, for differential tank drive mechanism, to navigate the rover between the given GPS coordinates on an open terrain.
  - Wrote the ground station software, in Electron.js, for real-time tracking of the rover. User Datagram Protocol was used as the primary medium of communication.
  - Developed image processing algorithm used for target detection by the rover to traverse across hurdles, such as gates.
  - Wrote algorithm for controlling a 6-DOF robotic arm.

Projects

- **Rover Core System** — Team Rudra
  Project Lead *(https://github.com/teamrudra/core)*
  This project contains the whole framework responsible for the control of a student developed mars rover which consists of a differential drive and 6-DOF robotic arm.

- **Ground Station** — Team Rudra
  Project Lead *(https://github.com/teamrudra/neutron)*
  This project consists of the whole user control software of the rover from a remote location. It is a GUI developed in Electron framework for simple and efficient control of the rover.

- **Cosmos Search** — Open Source
  Contributor *(https://github.com/OpenGenus/cosmos-search)*
  This is a real-time code search engine for all. It aims to revolutionize the way people interact and search for code. Cosmos Search is privacy-focused as it does not store any data. I was among the initial contributors of this project.

- **Jaano India Databot** — Hackathon
  Project Owner *(https://github.com/vshelke/databot)*
  A smart and intuitive interface that behaves as an optimized search tool for the database provided. The project uses traditional TF-IDF approach to query data effectively.

- **Halite Bots** — Competition
  Project Owner *(https://github.com/vshelke/halite-bots)*
  Halite is an open source artificial intelligence challenge, created by Two Sigma, where players build bots using the coding language of their choice to battle on a two-dimensional virtual board.

- **Agrowell** — Personal
  Project Owner *(https://github.com/vshelke/agrowell)*
  It is an IOT System which monitors plants in real-time and predicts parameters like relative growth, transpiration rate, time to water and plant health.

- **Game of Life** — Personal
  Project Owner *(https://github.com/vshelke/game)*
  This is a zero-player game which works on the four rules given by John Horton Conway. The game was built using Java swing components.

Extra-Curricular Activities

- Secured 2nd position in Freshworks Internal Hackthon - 2018.

- Qualified in Google Code Jam 2016.

- Participated in CII Hackathon 2016.

- Awarded certificate of participation for finishing in top teams at IIT Bombay Techfest - Battle Code competition.

- Participated in National Level Football Festival and represented the team as Captain

Other Profiles

- **GitHub**: https://github.com/vshelke
- **LinkedIn**: https://www.linkedin.com/in/vshelke/

Personal Details

- **Fathers Name**: Dnyanadeo Shelke
- **Date of Birth**: 26th November, 1996
- **Address**: Indira Nagar, Nashik, Maharashtra, India – 422010