arvindh swami

✉ arv.swa@gmail.com 🌐 arvindh-swami.github.io 📞 408-505-7179 📍 4054 Hamilton Park Drive, San Jose, CA 95130

✚ summary

I am currently a senior studying Computer Science at Purdue University seeking full time opportunities starting January 2020.

✚ employment

Tesla   Palo Alto, California
Software Engineering Intern   Aug. 2019 to Current
- Implemented an incremental configuration file builder for an internal CAD tool
- Automated license management pipeline for machines which must be disconnected from Tesla's internal network
- Cost savings expected to be nearly 1 million USD per quarter due to inactive professional licenses on offline machines

Sumo Logic   Redwood City, California
Software Engineering Intern   May 2019 to Aug. 2019
- Worked on Sumo Logic's Security Analytics team
- Contributed towards building a scalable anomaly detection program using Scala and Kafka
- Implemented periodic customer data snapshotting and recovery in a distributed system using S3 for storage
- Tested and deployed into production to prevent customer data loss when ingesting over a million events per minute

IBM   San Jose, California
Software Engineering Intern   May 2018 to Dec. 2018
- Contributed to IBM's Immersive Insights Project
- Built an Augmented Reality tool for data scientists to analyze data in 3D using their mobile devices
- Developed frontend using C#, Unity3D and ARKit and backend using Node.JS and R
- Implemented a variety of methods for users to explore and interact with their datasets
- Integrated Immersive Insights with IBM's DSX (Data Science Experience) platform

✚ projects

NBA Analysis   Sept. 2018 to Oct. 2018
- Derived insights on NBA players from Kaggle datasets using Jupyter Notebook and Python
- Assessed value of a player to an organization based on Player Efficiency Ratings and player contracts
- Determined key factors that led to the success of championship teams

PAIR   Jan. 2018 to Mar. 2018
- Intern Housing Web Application
- Worked the Full Stack using Node.JS, Firebase and React.JS
- Aimed to solve the issue of college students with summer internships struggling to find affordable housing and compatible roommates

Trash Dunk VR   Sept. 2017 to Nov. 2017
- Paper toss based game in virtual reality developed using C#, Unity3D, and Oculus Rift
- Trajectory of the shot is determined based on the direction of the player while wearing the headset
- Each level has a different obstacles such as a moving target or fans affecting the velocity of the shot

✚ activities

Purdue Hackers   Aug. 2016 to Current
I am actively participating in Purdue Hackers Club, which promotes attending various coding competitions such as Hackathons and Competitive Programming.

SIGGD   Aug. 2016 to Current
Purdue's special interest group for game development where individuals can work on their own games or contribute to developing the club's game.

✚ education

Purdue University   Aug. 2016 to Current
B.S. Computer Science
Expected Graduation Date: Dec. 2019
Focus in Machine Learning and Software Engineering
GPA: 3.5

Coursework
Data Structures
Systems Programming
Software Engineering
Virtual Reality Applications
Data Mining & Machine Learning
Information Systems
Algorithms
Web Application Development
Artificial Intelligence
Web Information Search and Management

✚ awards

Purdue Multi-Sentiment Kaggle Competition   May 2018
Implemented an optimized Multinomial Naive Bayes classification algorithm to accurately predict the sentiment of a given sentence.
My prediction ranked in the top 10% among all competitors.

Purdue Annual Competitive Programming Competition   Apr. 2018
Competed in Purdue's annual Competitive Programming Competition.
Placed in the top 10 among all contestants where scoring was determined by accuracy and efficiency of solutions.

Purdue GameJam   Oct. 2016
In this competition we were given a theme (Stranded) and 36 hours to develop a game. Using Unity 3D and Adobe Photoshop, I developed a game where the objective was to rescue a man lost at sea and placed 3rd in the competition.

✚ skills

PROGRAMMING LANGUAGES SORTED BY PROFICIENCY	TECHNOLOGIES SORTED BY FAMILIARITY
Java	Jupyter Notebook
Scala	Firebase
C#	Kafka
Python	Unity3D
Javascript	Node.JS
C++	GIT
C	ARKit
SQL	React.JS
HTML5	Angular.JS
CSS	