Khushal Pujara

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Education

Rochester Institute of Technology, Rochester – NY, USA   Expected December 2021

Master's in Computer Science   Master's GPA: 3.86/4.00

Related Coursework: Introduction to Big Data, Foundations of Artificial Intelligence, Foundations of Computer Vision, Deep Learning in Vision.

Dharmsinh Desai University, Nadiad – Gujarat, India   August 2015 - May 2019

Bachelor's in Computer Engineering

Related Coursework: Data Structures, Designing Algorithms, Object-Oriented Programming, Computer Networks.

Work Experience

S30 Code School, California, USA — Teaching Assistant   August 2020
- Currently working as a part time Data Structures & Algorithms teaching assistant remotely.

That Indian Coder, YouTube Channel (Online) – Coding Content Creator https://tinyurl.com/ThatIndianCoder   December 2020
- Create solutions and coding techniques videos for various competitive coding and Leetcode problems viewed by 100+ regular viewers.

Theta Technolabs, Ahmedabad GJ, India — Software Engineer Intern   December 2018 - April 2019
- Contributed on developing a Pharmacy Management web application currently used over 100 users.
- Designed and developed functionalities for different modules such as inventory adding, order creation and implemented event handling using C#, HTML, Bootstrap, JavaScript, jQuery, AJAX, and also worked on CSS to get responsive web performance.
- Technologies used: MS Visual Studio, ASP.NET, C# Scripting, MVC 5 Architecture, SQL Server, CSS.

Project Work

Big Data Analysis – Amazon Review Dataset https://youtu.be/ZyF9p9KW8VM   October 2020 -December 2020
- Designed Relational and Non-Relational Models and loaded 50 million review tuples.
- Implemented ItemSet Mining (Apriori) algorithm to understand what items are getting reviewed(bought) by customers together.
- Worked on SQL, MongoDB and Spark queries to get insights from data.
- Technologies: PostgreSQL, MongoDB, Apache Spark, JDBC.

Software tool for Nutrition Extraction https://git.io/JtfsX   May 2020 - July 2020
- Developed an application that would take in an image with nutrition label and the amount as an input and add the data retrieved from the image in the local daily nutrition database.
- Achieved an accuracy rate of 93% for label extraction and 80% for OCR.
- Technologies: MATLAB image processing toolbox, MATLAB OCR.

Orienteering Path Finding Application   January 2020 - March 2020
- Developed an application which generates a map with optimal path drawn on it given the terrain map and elevations of the terrain.
- Various heuristic functions such as height difference, terrain type (open land, rough vegetation) was taken into account for the implementation of A* algorithm.

Apocalypse- 3D First Person Shooting Game https://git.io/JtfGJ   December 2017 - May 2018
- Designed and developed at FPS shooting game with OOP principles using C# scripting in Unity Engine.
- Built the environment of the university as the game of the map using Blender and Maya.
- Made the game VR compatible to get a virtual tour of the university.
- Technologies: Unity game engine, C# Scripting, Blender, Oculus VR.

Medonyne Hospital Management System   January 2017 - May 2017
- Leaded a team of 3 and developed an ASP.NET based web application for Hospital management.
- Designed and developed functionalities such as efficiently storing and retrieving patient data, managing upcoming appointments, medicine inventory and invoices.
- Integrated Twilio APIs that send patients approximate consultation wait time.
- Technologies: JavaScript, HTML, CSS, ASP.NET MVC, MySQL.

Skills and Tools

Programming Languages C, Java, Python, C#.

Web React, Node.js, JavaScript, jQuery, AJAX, HTML5, CSS3

Databases MySQL, MS SQL, PostgreSQL MongoDB.

Tools & Platforms Git, AWS, REST, MATLAB, Unity Engine, Blender, Oculus.