

Sachin Paryani

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EDUCATION	Master of Science in Computer Science August 2016 - April 2018 (Expected) <i>University of Florida, U.S.A.</i> <i>Selected Coursework:</i> Advanced Data Structures, Distributed Operating Systems, Computer Graphics, Research Methods in Human Centered Computing, Digital Production and Game Design <i>Current GPA:</i> 3.78/4
	Master of Science in Physics, Bachelor of Engineering in Computer Science August 2011 - May 2016 <i>Birla Institute of Technology and Science(BITS-Pilani), India</i> <i>Cumulative GPA:</i> 7.45/10
TECHNICAL EXPERTISE	Programming/Scripting Languages: (Proficient) C, Java; (Familiar) MATLAB, C++, Python, Scala, MySQL, Verilog Frameworks and Tools: Docker, Ansible, Spark, Kafka, OpenGL, OpenCV, Open vSwitch (OVS), Git, AutoCAD, Unity Technologies: HTML, XML, JSON, SOAP, REST APIs Proficient with Unix/Linux, XINU OS, Familiar with TCP/IP Network protocols, IOT, Cloud, Virtualization, Computer Architecture.
WORK EXPERIENCE	Research Student August 2016 - Present <i>Jain Lab, University of Florida, U.S.A</i> <ul style="list-style-type: none">• Developed a toolkit (using Java and MATLAB) to extract visual attention data from subjects, that were recorded using a proprietary eyetracking device, and converted them into meaningful visualizations.• Conducted an experimental study to understand how visual attention data obtained from eyetracking users can reveal why users preferentially click one portion of a webpage versus another. Developer (Google Summer of Code) Summer 2016 <i>Student Developer for the Linux eXpressive Internet Architecture (XIA) organization (Boston University)</i> <ul style="list-style-type: none">• Upgraded the forwarding information base of Linux XIA by replacing their naive hashtable by relativistic hashtable.• Selected to work with the same organization as a mentor for Google Summer of Code 2017. Software Development Intern July 2015 - May 2016 <i>EMC Corporation, Bangalore, India</i> <ul style="list-style-type: none">• Worked on 'Nautilus', which is a platform based on open source DC/OS augmented with security, networking and other enterprise components.• Developed a utility that uses Openvswitch to manage a network of docker containers.• Tested a multi-node ETCD cluster by coming up with test cases that could break the system.
ACADEMIC PROJECTS	Cloud-Edge-Device Architecture based IoT Platform: October 2016 - December 2016 Along with four peers, built an IoT platform using Xinu and Node.js. The project involved developing augmentations for Xinu OS to support ARM mbed OS style object oriented interfaces for device drivers and energy efficient process scheduling for sensors/actuators. It also featured extensions to device drivers for edge devices and the cloud through a MQTT style protocol built atop UDP and RESTful APIs developed using Node.js. Hashtag Counter: October 2016 - December 2016 Implemented a system to find the most popular hashtags that appear on social media. To do so a Max Fibonacci heap was used to keep track of the frequencies of hashtags. A hashtable was also used to the pointers to the nodes of the heap. Mouse Device Driver: January 2015 - May 2015 Created a character device driver for mouse, compatible with Linux and with the following functionality: read the mouse events(left and right click) and adjust the brightness accordingly. Victim Cache Design: August 2014 - Decemeber 2014 Designed a fully associative hardware victim cache of size 512 bytes, cache line size of 16 bytes, with a write buffer and FIFO replacement policy.
INTERESTS	Technical: Programming, Designing, Game Development, Eye-Tracking, Virtual Reality, Augmented Reality. Non-Technical: Piano/Keyboard, Video Gaming, Kayaking, Hiking, Table Tennis, Bowling, Cricket.