Devashish Purandare

Curriculum Vitæ

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▬▬▬ Education

2016–Present	**Master of Science, Computer Science**, *University of California, Santa Cruz.* Current Coursework : CMPS 232 Distributed Systems, CMPS 242 Machine Learning
2012–2016	**Bachelor of Engineering, Computer Engineering**, *University of Pune.* First Class with Distinction. Courses on Data Structures, Operating Systems, Networking, Databases and Data Mining, Algorithms, Compilers, Computer Graphics, Artificial Intelligence, Microprocessors, Game Theory, High Performance Computing, Business Analytics.

▬▬▬ Computer Skills

Intermediate	C++, Python, LATEX., HTML-CSS-Javascript.
Competent	JAVA, C#, C, Adobe Photoshop.
Familiar	CorelDraw, Matlab, Shell, MongoDB, SQL, Assembly, CUDA, QT

▬▬▬ Projects

2015–2016	*Performance improvement of hybrid Content Based Image Retrieval (CBIR)* Improving performance of similar image search - capstone project.
2014–2016	*Daily Image - Firefox OS app* HTML5 web app to retrieve the daily NASA and Bing image along with description and ability to set it as wallpaper.
2014	*Motion detection* Python program using OpenCV to detect and respond to hand gestures to flip through slides or photos.

▬▬▬ Relevant Activities

2013–2016	Took courses on Gamification, Business Analytics and Business intelligence, Data Mining, and Smart System Design.
2014	Talk on *Use of Natural Language Processing to detect and prevent Wikipedia Vandalism*
2014	Workshop on *Typesetting using LATEX* 'Techtonic' 2014.
2013	Editor in Chief of the college newsletter – 'The DEN'.
2014–2016	Vice President of 'The English Club'. – In charge of funding, marketing drives and sponsorship opportunities
2015	Online Course on *Game Theory* Stanford University and The University of British Columbia - Coursera