Anuj Godase

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EDUCATION

INDIANA UNIVERSITY
MS in Computer Science
Aug'19 - May'21 | Bloomington, IN
Cum. GPA: 3.67 / 4.0

PICT, UNIVERSITY OF PUNE
BEng in Computer Engineering
Aug'13 - May'17 | Pune, MH, India
Cum. GPA: 3.49 / 4.0

COURSEWORK

GRADUATE
Applied Algorithms
Cloud Computing
Elements of Artificial Intelligence
Deep Learning Systems
Machine Learning
Computer Vision

UNDERGRADUATE
Data Structures & Algorithms
Operating Systems
Databases
Discrete Mathematics
Multidisciplinary NLP

SKILLS

PROGRAMMING
Over 5000 lines:
Python • WebApp2
About 5000 lines:
Django • Java
Android • Javascript
Over 1000 lines:
PyTorch • NumPy
C++ • Go
Familiar:
Tensorflow • Pandas •
Matplotlib • MySQL • NoSQL

TOOLS
Extensively Used:
Google Cloud Platform
Linux • Git
Familiar with:
Android Studio • AWS

OPEN SOURCE CONTRIBUTIONS
• pip - The Python Package Installer
• Pytorch Geometric

For more info please visit: 1byxero.github.io

EXPERIENCE

WALNUT Software Engineer - Backend
July 2017 - June 2019 | Pune, MH, India

- Contributed to design and development of next-generation payment solutions including APIs and DB design affecting 7M users
- Built micro-service based backend infrastructure of REST APIs and internal dashboards to support lending, payments & financial management on Google Cloud Platform with Python and AngularJS
- Built monitoring framework in bank data center for linux based virtual machines
- Built data pipelines to process SMS of 7M users to show expense reports and trends for year-in-review in graphical format
- Built several batch data-parallel processing pipelines for streaming data for analytics dashboards using Apache Beam and GCP

INTOUCHAPP Full Stack Intern
March 2017 - April 2017 | Pune, MH, India

- Implemented functionalities for seamless contact synchronization from Whatsapp Web, Gmail and Linkedin in chrome extension with AngularJS

CVRANKER Full Stack Intern
July 2016 - August 2016 | Pune, MH, India

- Revamped the front-end of the product and integrated it with the backend APIS to deliver real - time, single page experience using AngularJS

RESEARCH

DR. ARIFUL AZAD'S GROUP Research Assistant
Jan 2020 – Present | Bloomington, IN
Working with **Dr. Ariful Azad** on exploring graph based deep learning algorithms and various factors affecting them.

IU COMPUTER VISION LAB Research Assistant
June 2020 – September 2020 | Bloomington, IN
Implemented a UNet using ResNet50 as encoder for analysing scope of improvement for state of the art depth estimation methods under guidance of **Dr. David Crandall**

PROJECTS

DISTRIBUTED MAPREDUCE SYSTEM
- Designed and implemented MapReduce system as library using python from scratch. This library can be used to support data processing applications deployed on VPS nodes across multiple cloud platforms.

ARTISTIC STYLE TRANSFER WITH DEEP LEARNING
- Built deep learning models to capture style of artist and reproduce any images in that style. Used CNNs to extract features, explored convergence algorithms to optimize aesthetic appearance of image
- Trained Perceptual Losses Networks to generate styled image in one forward pass, built a system to feed real time webcam video to the network to achieve real-time video style transfer.

AI GAME PLATFORM
- Led a team of about 8 undergraduate students in complete SDLC of sandbox, web app, game judge and playable UI of an online AI game platform. Delivered 3 incremental installments of the said platform over course of 2 years