

Suraj Nath Sidh

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Preferred Roles

Machine Learning Engineer, Android Developer, Full Stack Developer

Education

Bachelor of Technology, Computer Science and Engineering

India

NIIT UNIVERSITY, NEEMRANA

Aug. 2014 - Present (CGPA: 6.29 till Sem 6)

- **Selected Courses:** Data Structures and Algorithms, Digital Logic and Circuit, Microcontrollers and Microprocessors, Computer Architecture and Organisation, Compiler Design, Theory of Computation, Computer Network, Operating System, Database Management Systems, Software Engineering, Information Retrieval, Probability and Random Process, Modelling and Simulation, Data Mining, Web Intelligence, Machine Learning, Big Data Concepts, Full Stack Web Development

Experience

OKS Education (MarkSharks)

India

ANDROID/JAVA APPLICATION DEVELOPER

May 2017 – Aug. 2017

- Worked as contractor to build interactives used in parts of Core Product

IngeNUity 2017

🔗 [Source Code](#)

CORE TECHNICAL TEAM

Sep. 2016 – Mar. 2017

- Built and maintained a static website for festival, It was built with Jekyll and Hosted on GitHub Pages with Cloudflare for CDN & DDOS protection

TALF (The Asian Lenses Forum)

India

WEB DEVELOPER

Jan 2015 – Aug 2015

- Improved Web Presence and Maintained TALF website

Skills

Programming Languages

Python, Java, JavaScript, C, C++, Kotlin, R, SQL, PHP, HTML5, CSS3

Frameworks/Libraries

Android, Flask, Jekyll, NodeJS, Scrapy, Tensorflow, Elasticsearch, numpy, scikit learn, pandas, BeautifulSoup, requests, Hadoop(HDFS & MapReduce), Unity3D, PyQt, ThreeJS, WhitestormJS, Bootstrap, jQuery

Tools

GNU/Linux & Unix, VCS(Git and GitHub), Build Tools(Gradle, Ant, Make), Continuous Integration(Travis CI), Automated Testing(TDD)

Other

Web Services, Cloud(AWS, GCP, Azure, Docker, Heroku, OpenShift), REST APIs, GIS Systems, P2P Protocols, Android Internals, Google Services, Firebase, Arduino

Languages

English, Hindi, Marwari

Certifications and Training

Deep Learning

Online

UDACITY AND GOOGLE

Aug 2017 - Present

- Learning to train and optimize neural networks, build CNN & LSTM using TensorFlow

Android Developer Nanodegree

🔗 [Certificate](#)

UDACITY AND GOOGLE

May 2016 - March 2017

- Completed 8 Projects(Apps) covering Android Basics, Framework, Wear, Gradle and Google Services
- All projects were reviewed as per Udacity course rubric for code quality and features

Intro to Machine Learning

Online

UDACITY

July 2016 - Dec 2016

- Learned Machine Learning Basics, Data Handling, Cross Validation

CS50: Introduction to Computer Science

🔗 [Certificate](#)

EDX AND HARVARD UNIVERSITY

Apr. 2015 - Dec. 2015

- Completed problem sets with 100% score along with optional hacker problem sets
- Worked with C, gdb, Valgrind, Web Basics, PHP

Intro to Hadoop and MapReduce

UDACITY AND CLUDERA

- Learned Hadoop(Map Reduce and HDFS) Basics

Online

Aug 2017

Designing RESTful APIs

UDACITY

- Learned Basic of RESTful APIs using Flask Mirco Framework

Online

Nov. 2016

Interactive 3D Graphics

UDACITY AND AUTODESK

- Learned Computer Graphics Basics, Worked with three.js

Online

May 2016 - July 2016

Object-Oriented JavaScript

UDACITY AND HACK REACTOR

- Learned JavaScript Internals, ES2015, OOP with JavaScript

Online

May 2016 - Aug. 2016

Projects

GeoCorrect

CORRECTION OF MAPS(LOCATION) USING VGI(VOLUNTEERED GEOGRAPHIC INFORMATION) DATA

- Created an algorithm to correct GeoLocation using check-in data for that location
- Build a dataset for our needs using Foursquare API and public check-in dataset

[Source Code](#)

Jan. 2017 - Present

MusicSurf

FULL TEXT SEARCH ENGINE TO SEARCH ON ID3 TAGS OF MUSIC FILES

- Created full text search engine for ID3 Tags in mp3 files that lets you search using Natural Language, It is built using Elasticsearch and Flask

[Source Code](#)

Jan. 2017 - May 2017

Project Recommend

AN OFFLINE MUSIC RECOMMENDER SYSTEM

- Built an Offline Music recommender system that suggests you music based on your currently playing song
- It uses clustering on meta-data(ID3-tags) of your music files to recommend you similar songs from your offline music library

[Website](#)

Aug 2016 - Dec. 2016

WhitestormJS

CORE CONTRIBUTOR IN WHITESTORMJS (3D WEB FRAMEWORK)

- Core contributor in WhitestormJS, 3D framework based on Three.js for web applications & games

[Source Code](#)

May 2016 - Present

WhitestormJS Playground

IN BROWSER SANDBOX FOR WHITESTORMJS

- Co-authored In browser sandbox for WhitestormJS

[Source Code](#)

May 2016 - Feb. 2017

Event Calendar

BOILERPLATE ANDROID APP FOR EVENT ORGANIZERS TO BUILD A CUSTOM CALENDAR APP FOR EVENTS

- Built a boilerplate app for events that can be customized easily and updated via a single JSON file or can easily converted to powered by a REST API

[Source Code](#)

Mar. 2017 - Apr. 2017

Sunshine Wear

ANDROID WEAR COMPANION APP FOR SUNSHINE WEATHER APP

- Built a Watch Face for android wear that can get latest weather data from Sunshine weather phone app and display on Watch Face

[Source Code](#)

Dec. 2016 - Jan. 2017

Popular Movies

ANDROID APP THAT DISPLAYS POPULAR MOVIES FROM THE MOVIES DATABASE(TMDB)

- Built an Android app that displays popular, highest rated movies from TMDB along with feature to add movies to Favorites

[Source Code](#)

July 2016

Build It Bigger

ANDROID BUILD SYSTEM AND GRADLE PROJECT

- Build an app that shows capabilities of Gradle and Android Build system

[Source Code](#)

Oct. 2016

XYZ Reader

DUMMY NEWS READER APP WITH ANDROID MATERIAL DESIGN

- Revamped UI/UX of a dummy news reader app as per Android Material Design specifications

[Source Code](#)

Dec. 2016

Quizon

SIMPLE DATABASE SCHEMA FOR QUIZZES/POLLS/CHALLENGES SERVICE

- Built SQL schema of a dummy clone of QuizUp app along with few extra features
- Gave a seminar on Programming Paradigms for Big Data

[Source Code](#)

Aug 2016 - Dec. 2016

MolView

UNITY3D APPLICATION TO SHOW INTERACTIVE MOLECULES

- Simple Unity3D application with bunch of common interactive molecules

[Source Code](#)

May. 2017

Cleaning Rover

SIMPLE CLEANING ROVER

- Built a simple cleaning rover with Arduino & HC-SR04 ultrasonic sensor

 [Source Code](#)

Aug 2015 – Dec. 2015

Achievements

Google foobar Challenge

21 Feb. 2017

- Got an invite to Google foobar Challenge and Unlocked invites for my friends, and recruitme command

Scholarship for Android Nanodegree

Apr. 2016- Apr. 2017

- Received full scholarship from Udacity, Google and Tata Trusts for Android Nanodegree offered by Udacity and Google

SAP Code Jam

10 Aug. 2016

- Team Achieved Second Place in SAP Code Jam, A day long hackathon conducted on SAP Gurugram
- I worked on back-end, Using SAP Persistence Platform and exposed it as REST API using OData Service

Extracurricular Activity

Practice Proactive

 [Website](#)

FOUNDING MEMBER

Sept. 2016 - Aug. 2017

- Co-Founded a club to help and mentor students learn by building projects with fellow club members

Interests

Contributing in Open Source Softwares, DIY Electronics, Reading Technical Literature, Playing Strategy/Puzzle Computer Games

Reserch Interests

AI/Machine Learning (Security of ML Systems, Generative ML Systems, Meta-AI(AI for Building AI), Context Aware AI)

Computer Graphics(Simulation Systems)

Distributed Systems (Data Center as Computer, Backup and Redundancy at Scale, Distributed P2P Systems)

Big Data Storage and Retrieval Systems

Tools for Better and Accessible Education