

# Sushanth Suresh

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## EDUCATION

<b>Syracuse University</b> <i>Master of Science, Computer Science</i>	<b>Syracuse, NY</b>	<b>August 2016- May 2018</b> 3.63/4.0
<b>Bangalore Institute of Technology</b> <i>Bachelor's in computer science and Engineering</i>	<b>Bangalore, India</b>	<b>August 2011-June 2015</b> 3.7/4.0

## TECHNICAL SKILLS & INTERESTS

**Languages:** Java, Python, C++, Swift, C.      **Web Technologies:** HTML5, CSS3, JavaScript, PHP, Node.js  
**Databases:** SQL, MongoDB, firebase, Nosql.      **Distributed Systems:** Hadoop, Pig, Spark, Hive, Kafka.

## EMPLOYMENT

- Research Assistant (September'17 – Present)**      **Syracuse University**      **Python | Machine Learning**
- Applying supervised learning algorithms to explore and analyze the predictability of the viewership drop in a TV series during commercial breaks using *comScore TV Essentials* data by focusing on a single program.
  - Perceiving the problem statement as a classification problem, the program could **accurately predict 80%** of the decline in the viewership to be greater or lesser than 0.2% of the average audience.
- Associate Software Engineer (Nov'15- July'16)**      **Accenture Service pvt Ltd**      **Java | Endur**
- Trained as a Java Developer on Spring, Maven, Hibernate, J2EE, MySQL.
  - Developed an event management portal which necessitated knowledge about Bean-factory, Bean-Injection, Java-Servlet Pages, Tomcat Apache Server and Unit-Testing.
  - Maintained the required server information by updating a book-keeping tool called Endur.

## ACADEMIC PROJECTS

- Log-Structured File System (December 2017)**      **Java | Operating System | Eclipse | Git**
- Developed a file storage system using a log-Structure with the indexing information to **increase the performance of writes** into the File System.
  - Designed as a simple segmented disk, with a designated checkpoint region to maintain the critical information (inodeMap, number of sectors etc.) for the FS to execute without any flaw.
- UniHelp (May 2017)**      **Swift | XCode | Mobile Application**
- Developed an ios application for students to find accommodation & roommates based on their preferences.
  - Firebase is used for authentication and user data storage. The application is glued together using cocoapods, internal and external api's.
- Type-based Dependency Analysis (March 2017)**      **C++ | Visual Studio | Git**
- Developed a Type-Based Dependency Analyzer that extracts lexical content from source code files, and builds an Abstract Syntax Tree (AST), using which, a Type Table, and in turn dependencies are ascertained.

## PERSONAL PROJECTS

- PubG weapon analysis (March 2018)**      **Spark 2 | Hadoop | Git | Data Analysis**
- Analyzed the most **effective** weapon used in a game called pubG from 9GB data for the map "MIRAMAR" using SPARK 2 on a single machine.
- YelpCamp (February 2018)**      **JavaScript | HTML | Node.js | Express | Git**
- Designed and developed a full stack website to view and manage the various campgrounds, with CRUD database functionality, and handling web request with REST API.

## PRESENTATIONS & PARTICIPATIONS

- Presented our **Broadcast Education Association** paper as a poster in the **Research Day** poster presentation competition held at Syracuse university on March 20th, 2018.
- Collaborated** with four of the best from different disciplines in a **problem-solving competition** competing against ten teams, to come up with a solution within 24-hours for a real-world problem provided and guided by executives of Bausch & Lomb.

## ACHIEVEMENT

- Broadcast Education Association paper**, "Predicting TV audience viewership during commercial breaks through the application of neural networks" was accepted for programming at the conference in Las Vegas.
- Our paper "Applying artificial neural networks to predict ad viewership during TV programs" was submitted to the **Association for Education in Journalism and Mass Communication** conference, 2018.