Malav Bhavsar

+1-412-(230)-7767
github: malavbhavsar
malav.bhavsar@gmail.com
https://malav.io

EDUCATION	**Carnegie Mellon University, Pittsburgh PA & Mountain View CA**	May '14
	Masters of Science in Information Technology, Mobility	3.75/4.0
	Dhirubhai Ambani Institute of Information & Communication Technology (DA-IICT), India	May '12
	B. Tech. in Information and Communication Technology	

EXPERIENCE

Team Lead and Software Engineer, Rocket Fuel — Redwood City, CA
Application Group | Rails, React, Backbone, Marionette, Node.js — Aug '14 – Present
- Tech Lead and Scrum Master of distributed team delivering projects: Private Market Place, Insertion Orders Management, Facebook Video integration, Ads Management Overhaul, Brand Planning UI
- Stabilized and improved infrastructure with gulp, sourcemaps and Rails 4, jQuery upgrades
- Worked closely with clients as Tech Lead of Quality Improvements team

Software Engineer (Practicum), Apportable — San Francisco, CA
Marketplace website | Rails — Aug '13 – Nov '13
- Developed marketplace website to serve various modules in-house/3rd-party modules
- Integrated apportable CLI with the marketplace

Research Assistant, interACT, Carnegie Mellon University — Pittsburgh, PA
Speech Toolkit, Speech Recognition Virtual Kitchen | Javascript, d3.js, angular.js, Weka, Java — Aug '12 – Nov '12 / Jan '13 – May '14
- Evaluated machine learning models to predict accuracy of speech recognizer
- Conducted error analysis on 3 specific models to identify degrading factors for a speech recognizer
- Developed an SVG based visualization tool to assist non-experts in speech-recognition error analysis

Technical Leadership Intern, Sears Holdings — Hoffman Estates, IL
ScoreIN | Rails, angular.js, d3.js — May '13 – July '13
- Lead team of two undergrads, trained them in web development and Rails
- Pitched, demoed to senior executives and deployed every week
- Developed algorithm, dashboard, visualization and REST APIs for the product, which aimed to score every user on social shopping platform based on their influence and engagement

Technical Lead, Game Development Lab, Carnegie Mellon University — Pittsburgh, PA
Mobile & Immersive Learning for Literacy in Emerging Economies (MILLEE)| J2ME, Python — Feb'10 – Aug'12
- Prototyped 14 games on low-end mobile phones for English as second language acquisition
- Developed novel data logging. Improved file I/O and scoring mechanisms to improve user experience
- Deployed these educational games with over 250 students for over one year
- Improved game design by iteratively analysing user feedback, user interviews, and logs

PATENTS

Method and system for determining level of influence in a social e-commerce environment
US20150227987A1, Publication date: 2015-08-13

SELECTED PROJECTS

aaobb2 | *May '16 | Ruby | Most Innovative Hack, Rocket Fuel Hackathon 2016*
Prototyped intelligent reporting and insights chat-bot using NLP and Rocket Fuel APIs

Chicago Crime Watch | *Team of 4 | May '13 – June '13 | Hadoop, Javascript, Rails*
Developed visualization to query and display crimes on Chicago map from Hadoop job

Speech Recognizer | *Team of 2 | Jan '13 – Apr '13 | Java, Matlab*
Developed grammar-based recognizer for continuous words using HMM networks

Sentimentalizer | *Oct '12 | Ruby, Rubygems*
Developed and open-sourced a Naive Bayes classifier based ruby gem to analyse sentiment of a sentence

Bestbay | *Team of 3 | Aug '12 – Nov '12 | Rails, Rspec, Cucumber, Redis*
Using XP as SDLC, developed an auction website

SKILLS

Languages: Ruby, JavaScript, Java, Python
Technologies: Rails, React, Backbone, Marionette, Node.js, d3.js, Angular.js, HTML5, CSS3, SQL, Android
Tools: git, SVN, grunt, gulp, Jira, eclipse, Jira

RELEVANT COURSES

Software Engineering	Applied Machine Learning
Design & Development of Speech Systems	Cloud Computing
Java for Smartphone Development	