

Aditya Bhargava

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github.com/egonschiele

EDUCATION

University of Chicago

Masters in Computer Science, 2010

University of Illinois at Urbana-Champaign

Bachelor of Fine Arts, Graphic Design, with a minor in Computer Science, 2008

EXPERIENCE

10/2010 – current

Software Engineer

SCRIBD

I currently work on computer vision and machine learning problems at Scribd. As a part of my work I have added automatic thresholding to the Canny implementation in OpenCV, an open source library for computer vision. I have also written TrainCV, a small web app used for training image classifiers. The app is written in Ruby and uses Sinatra and DataMapper on the backend.

07/2010 – 09/2010

Software Engineer (Intern)

RETHINKDB

Worked as a part of a small team of software engineers to develop a database engine for solid state drives.

Wrote low level algorithms in C and C++ for implementing part of the memcached protocol.

Wrote a corruption tester for the serializer.

Designed and developed a module for performance monitoring of the engine.

05/2009 – current

Web Consultant

WEFOUNDLAND

Built new functionality for an existing site for Knoll. Tested and debugged the existing code. Organized code by introducing OOP architecture. Work done in actionscript 3.

Refactored code for a mini-site for Hyatt. I sped up the application and added new functionality while cutting out more than 50% of the code. Work done in actionscript 3.

10/2008 – 05/2009

Lead Web Developer

50,000FEET

Worked on front-end development (HTML/CSS/JS) for three large-scale e-commerce sites, including a website for the leader in luxury wines in the United States. Supported back-end development when necessary, working in PHP with Joomla and Magento.

Developed microsites, banner ads, and widgets using Actionsript 3, Adobe AIR, and javascript. Worked with designers to make sure the final product was pixel-perfect.

I created in-house code libraries to speed up development time.

Developed a new company website for 50,000feet. The site uses an XML-based back-end for easy updates. I also reduced code size and streamlined the code by using an OOP architecture for the entire site.

PORTFOLIO

wefoundland.com

SKILLS

PROFICIENT IN:

C, C++, Python, Actionsript 2 and 3

WORKING KNOWLEDGE:

Perl, Java, Shell, PHP, Ruby

DESIGN:

Flash, InDesign, Illustrator, Photoshop

HUMAN LANGUAGES:

Fluent in English and Hindi

RELEVANT COURSEWORK

Data Structures and Algorithms

Advanced Algorithms

Intro to Computer Vision

Advanced C++

Numerical Methods

Unix Systems Programming

Networks

Databases

Computer Architecture I & II

Principles of User Interface Design

PROJECTS

LINEAR-C++

A linear algebra library I wrote for C++ to get a better understanding of the algorithms. It includes implementations of the method of steepest descent and the conjugate gradient method. Also comes with a basic implementation of Simplex for Linear Programming.

REFERENCES

JANOS SIMON

Professor, Computer Science, University of Chicago and Director, CSPP program
simon@cs.uchicago.edu

GERALDINE BRADY

Adjunct Assistant Professor, Computer Science
University of Chicago
brady@cs.uchicago.edu

SLAVA AKHMECHET

Co-Founder, RethinkDB
coffeemug@gmail.com

05/2008 – 06/2008

Flash Web Developer

THIRST

Developed a flash-based website using Actionscript 3. The site uses an OOP architecture and gets all content through a custom backend.

10/2007 – 05/2008

Lead Web Designer, Developer and Illustrator

CREDIT-POWER

www.creditpower.pfho.org

Developed an interactive game that teaches high school students about using credit. The game was built in actionscript 2. This project has a wide audience, with plans to introduce it in high schools throughout the country. I worked with a designer on this project.

05/2007 – 05/2008

Web + Graphic Designer

NATIONAL CENTER FOR SUPERCOMPUTING APPLICATIONS (NCSA)

University of Illinois at Urbana-Champaign

Designed splash and sidebar images for their website.

Designed informational handouts, mailers, calendars, signage for conferences and in-house events.

01/2007 – 10/2007

Lead Web Designer

ILLINOIS LEADERSHIP CENTER

www.illinoisleadership.uiuc.edu

University of Illinois at Urbana-Champaign

Developed a new website using XHTML and CSS.

Implemented a new sitemap which provided a better user experience.

2007, 2008

Freelance Designer + Video Artist

TEACHING EXCELLENCE AWARDS

University of Illinois at Urbana-Champaign

Created the video presentation for the annual Teaching Excellence Awards ceremony.

This involved videotaping all award recipients and creating a presentation that would introduce them as well as give their department, title, and the award they had won.

06/2006 – 07/2006

Book + Magazine Designer

MCSWEENEY'S + THE BELIEVER

Worked with primary designers Dave Eggers and Chris Ying on "Surviving Justice", a book about exonerees.

Worked as a designer on two magazines: the August 2006 issue of The Believer and a reissue of the first three volumes of McSweeney's Quarterly Concern.

2005, 2008

Web + Graphic Designer, Programmer

NINTH LETTER

Developed TrueNames, a flash-based audio piece, in collaboration with a team of designers. Work done in actionscript 2.

Designed spreads for two issues of Ninth Letter Magazine. I was part of a team of 25 artists, photographers, writers, and designers.