


Subhash Chandra

Software Engineer

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EXPERIENCE

INDIAN INSTITUTE OF SCIENCE | SOFTWARE ENGINEER

Jan 2019 – Dec 2023 | Bangalore, India

- Led the design and development of a virtual physics experiment lab and a virtual assistant module using BERT, AllenNLP, gTTS, and IBM Watson at the Indian Institute of Science, managing BitBucket, conducting workshops, and boosting project funding by 200%.
- Developed an Automatic Cryptographic Algorithm Validation System (ACAVS), writing code for cryptographic algorithm validation (i.e. DSA, ECDSA, RSA) and managing servers and GitLab as a full-stack developer, leading to a \$ 200 million funding boost.
- Supervised two students from NITK Surathkal and managed multiple servers while handling full-stack development, research reports, and project leadership at IISc.
- ACAVS reduced cryptographic validation time by 90% for FIPS 140-2 compliance.

INDIAN ACADEMY OF SCIENCES | FULL STACK SOFTWARE ENGINEER

July 2017 – Dec 2018 | Bangalore, India

- Developed a cross-platform Music Player compatible with both mobile devices and laptops, ensuring seamless user experience across different operating systems.
- Implemented Picture-in-Picture (PiP) functionality to enable screen embedding within the same window, enhancing multitasking capabilities in web applications.
- Built API-powered tools like a Joke Generator and Quote Generator, along with an Animated Navigation system and an Infinite Scroll feature with API integration, improving user interaction and dynamic content loading in web apps.

INDIAN RAILWAYS | SOFTWARE DEVELOPER INTERN

May 2016 – Aug 2016 | U.P, India

- Developed an auction register system for online project auctions with real-time progress monitoring and a user-friendly interactive GUI for vendor interactions.
- Worked with SQL databases for efficient data management, collaborating with the IT team to streamline the auction and vendor management processes, gaining valuable experience in software development, UI/UX design, and database management at Indian Railways.

MAJOR PROJECTS

PCM WITH RUN | REACT, NODE.JS, HTML, CSS

2016

- Co-led the development of "PCM with RUN," an educational PC game that enhances learning of Physics, Chemistry, and Mathematics formulas through interactive gameplay.
- Contributed as a concept designer and problem-setter in the "TCS Game On!" competition, helping our team reach the semifinals with innovative game design.

SAR-SELF ATTENDANCE REGISTER | PHP, HTML, CSS, MYSQL

2018

- Developed SAR (Self Attendance Register), an Android app that tracks student attendance and notifies users of low attendance.
- Collaborated with Prof. Ravendra Singh (IET, MJPRU) to enhance app functionality, showcasing strong software development skills.

SKILLS

PROGRAMMING

Proficient:

C# • C • JavaScript • Python
Java • CSS • HTML • C++

Experienced:

SQL • MySql • Oracle

Familiar:

RESTful APIs • Shell • Bash

LIBRARIES/Frameworks

Node.js • React • TensorFlow •
PyTorch • jQuery • Jekyll

TOOLS/PLATFORMS

AWS • Google Cloud • Git •
Gulp • Webpack • Heroku
Wordpress • Docker • IBM
Cloud • M. Azure • Maven

EDUCATION

UNIVERSITY OF OKLAHOMA

MASTER'S IN COMPUTER SCIENCE

Jan 2024 - Dec 2025 | Norman, Oklahoma,
USA

School of Computer Science

Cum. GPA: 4.0 / 4.0

INSTITUTE OF ENGINEERING AND TECHNOLOGY

BACHELOR'S IN COMPUTER SCIENCE
AND INFORMATION TECHNOLOGY

Aug 2013 | U.P., India


Computer Science

Cum. GPA: 7.48 / 10

REFERENCES


Prof. N. Balakrishnan,
Supercomputing Education and
Research Center, IISc

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Prof. Goltaz Habibi, School of
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