

# Ashish Jha

SOFTWARE ENGINEER 2 · CISCO SYSTEMS

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## Education

### National Institute of Technology

Rourkela, India

BACHELOR OF TECHNOLOGY IN COMPUTER SCIENCE

2019

- CGPA: 8.3/10.0
- Courses: Computer Networks, Database Management System, Operating System, Software Engineering, Microprocessors, Data mining and Object oriented programming.

### Woodbine Modern school

Darbhanga, India

INTERMEDIATE IN SCIENCE,

2015

- percentage: 96.2%

### Kendriya Vidyalaya

Darbhanga, India

MATRICULATION

2013

- CGPA: 10

## Skills

**Languages** C++, C, Python, Javascript, Typescript, Core Java, J2EE, Shell

**Database** MySQL, Neo4j, Mongo

**Framework** Angular, AngularJS, React, Node, NextJS, NestJS, Ajax, Springboot, LaTeX, OpenMP, Prolog

**Other technologies** Docker, Elastic Search, Git, Chrome Dev Tool

## Experience

### Cisco India

Bangalore, India

SOFTWARE ENGINEER L6

July 2019 - Present

- Working on the Industry leading SD-WAN Solution. Architected the Config Group UX2.0 Framework for configuring devices, Implemented many critical features including RBAC by Resource Group, support for Multi-Tenancy in vManage, Tenant Onboarding flow, Network Design, and feature Templates. We also carried out migration from AngularJS to Angular.

### Cisco India

Bangalore, India

SOFTWARE DEVELOPMENT INTERN

May 2018 - July 2018

- Developed an intelligent Command-line utility which in used for analysis of logs generated on cat9k switches (Generated more than \$10 Billion revenue)

## Publications

### Speed, Cloth and Pose Invariant Gait Recognition-Based Person Identification

Springer Singapore

NIT ROURKELA

2019-2021

- Gait is very important to identify the person from distance. In the research work, we explored the view, cloth, and speed invariant person identification, We achieved 99, 96 and 67 percent identification accuracy, respectively, for three different scenarios of invariance, i.e. speed, cloth and pose.

## Projects

**Self driving Car** I along with my team built our own self-driving car. It was a modelled version of a car which learned how to drive itself. We used Open source car model which was developed in Unity game engine. We trained it using the pioneering research paper of Nvidia. To achieve this, we used deep Q-Learning.

**Personal Blog** Made my personal [blog](#) where I pen my thoughts about technology and life

## Achievements

2019-21 **#1 Contributor, Highest IPF 1.75 in Business Unit**, SD-WAN Business Unit

Cisco

2020 **#1 Bug Terminator**, SD-WAN Business Unit

Cisco

2015 **District Topper**, Class 12th

CBSE

## Extra Curricular Activities

2015-2016 **Cleaning Mentor**, National Service Scheme

NIT Rourkela, India

2016-2019 **Technical Advisor**, Literary and cultural Society

NIT Rourkela, India