Aboorva Devarajan

MSc Software Engineering Vth Year Department of Computing Coimbatore Institute of Technology +91 9944352916 aburvadevarajan@gmail.com http://aboorvadevarajan.github.io

Objective

To be a part of a challenging organization and contribute to the growth and profit of the same, and exploit my extreme interest in the field of Computer Science thereby enhancing my professional career profile.

Academic Details

Year	Degree	Institute	Percentage/CGPA
2011- present	MSc Software Engineering (Integrated)	Coimbatore Institute of Technology, Coimbatore	CGPA = 8.78/10 Overall Rank 4
2010-2011	Class XII	Holy Angels Convent, Salem	89%
2008-2009	Class X	Sri Sarada Matriculation School, Salem	87%

Relevant Work Experience

Intel India Private Ltd, Bangalore

Undergraduate Technical Intern

May 2014 - November 2014

- Involved in the Development of "Eco driving" An Internet of Things Project.
- Participated and gained experience in Agile Scrum Development.
- Involved in development of Backend Service logic for Geofencing/ Social Network APIs.
- Involved in the optimization of message streaming using Apache Kafka and Storm.

Technologies used: Java, MongoDB, GIS, Neo4j, Maven, Spring, Restful Web Services, Apache Storm, Apache Kafka, SVN, RTC-Jazz

Projects

Efficient Resource Allocation for Virtual Machine using Particle Swarm Optimization in Cloud Computing Environment

December 2014 - March 2015

This project proposes a technique for efficient resource allocation for dynamic virtual machine requests based on the load balancing factor of each physical machine in the cloud environment. The concept of "skewness" is introduced to measure the unevenness of the resource utilization in each physical machine.

Technologies used: MATLAB/Octave, Git

Optimal Game of Checkers using Alpha Beta Pruning algorithm and MPI

September 2013 - March 2014

Optimal move that can be made by the machine is predicted by implementing alpha-beta pruning search in the n-ary game tree, the complex game tree processing is improved by parallelizing the algorithm using Message Passing Interface (MPI).

Technologies used: C++, Open MPI, GLib

This project presents a system for monitoring the packets transferred when it is connected to a network. The packets are captured and visualized with JPcap(Java Packet Capture) library which is integrated in JVM. A simple client keylogger and voice alerting module is developed using PyHook and PyAudio.

Technologies used: Java, JPCap, Python

Graph Connect Multiplayer Game using SocketIO

March 2015

A graph based multiplayer game that can be played over a local network is developed using Socket IO, python web services.

Technologies used: Python, RestFul WebService, Flask, SocketIO

Technical Skills

Programming Languages	C, C++, Java, MATLAB/Octave	
Databases and Servers	MySQL, Oracle, MongoDB, Neo4j	
Scripting Languages	Python, Bash	
Operating systems	GNU/Linux, Windows	
IDEs/ Editors	Netbeans, Eclipse, MS Visual Studio, Dreamweaver, Vim	
Web Development and Design	HTML, CSS, ASP.NET, JSP	
UML / Versioning / Planning Tools	Rational Rose, YeD, SVN, Git, RTC Jazz	

Academic Awards and Certifications

- Secured 1st rank overall in first semester.
- Business English Certification Preliminary by Cambridge University.

Co-Curricular Activities

- Attended a workshop on Virtualization and Cloud Computing organized by IBM.
- Attended a workshop on **Message passing Interface** organized by Coimbatore Institute of Technology
- Currently undertaking Courses Online
 - Machine Learning by Prof. Andrew Ng, Stanford University (Coursera)
 - Computational Neuroscience by Rajesh P. N. Rao, University of Washington (Coursera)

Extra Curricular Activities

- Won 1st prize in Programming Quiz conducted by Computer Technology department of CIT.
- An active participant in various coding contests conducted by **CodeChef** / **HackerRank**.
- Ranked among top 50 in women hackathon conducted by codechef (MARCH15).
- Ranked 1st on Pythonist a contest for Python enthusiasts conducted by HackerRank.

Declaration

I hereby declare that the details provided above are true to the best of my knowledge.