ATUL GOPINATHAN

COMPUTER SCIENCE UNDERGRADUATE

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KEY SKILLS

Advanced:

- Python, C
- Linux
- Bash, Shell Scripting
- Git

Intermediate:

- Rust, C++
- Javascript, HTML5, CSS3
- NodeJS, ReactJS
- Docker, Kubernetes
- SQL

Beginner:

- Wireless networking - 802.11
- Layer 2 networking concepts - STP, VLANs
- Tensorflow, Keras
- ExpressJS, Flask
- Flutter
- MongoDB

EDUCATION

SRM Institute of Science and Technology

- B.Tech in Computer Science (Jun 2018 - May 2022)
- **9.67 CGPA**

Lalaji Memorial Omega Int. School

- HSC (2017-2018) - **86.6%**
- SSC (2015-2016) - **10 CGPA**

ONLINE COURSES

- Data Science (IBM, Coursera)
- Java (NPTEL)
- Machine Learning (Udemy)
- Flask Bootcamp (Udemy)

WEBSITE LINKS

- **Github:** https://github.com/atul-g
- **Medium:** https://medium.com/@atulgopinathan
- **Portfolio:** https://atul-g.github.io/

EXPERIENCE

Arista Networks - *Software Test Engineer Intern* (Jul-Dec 2021)

- Automated throughput-stress testing with scripts in a 35-device network achieving 0 idle times on the network during the weekends/overnight and maximum device usage.
- Created a network testbed from scratch consisting of all kinds of networking devices and configured complete remote access for team members to use/monitor from anywhere.
- Performed regression testing on control manager releases and successfully filed several bugs, verified their fixes.
- Coordinated with the testing and dev teams to investigate 3 must-fix bugs.

The Linux Foundation - *Bug Fixing Mentee* (Mar-May 2021)

- Worked on the largest open source project, the Linux Kernel, reading source code on areas with issues and sending patches for the same.
- Reviewed previously submitted malicious patches and submitted correct patches or notified the maintainer to revert incorrect commits.
- Got hands-on experience in an open-source environment engaging in technical conversation with other developers, receiving feedbacks on submitted patches, and improving them.

Alphabt - *AI Intern* (Dec 2019)

- Studied reinforcement learning algorithms and helped identify the best possible method to train a robotic arm for the problem at hand.

PERSONAL PROJECTS

Video - Conference Website (Jun 2021)

- Real-time video and text communication website made using ReactJS and NodeJS. The website uses peer-to-peer connections for communication and can handle up to 10 users.

LC3 Virtual Machine (Jan 2021)

- An emulator for LC3 computer written in Rust. The program accepts, parses, and runs LC3 assembly code.

Linux Terminal Assistant (Jun 2020)

- A terminal chatbot that helps with Linux-related queries. Uses a neural network backend trained on around 400,000 questions from StackOverflow.

Roadmap (Jul 2020)

- A cross-platform mobile app to manage your goals and roadmaps. It was created using the Flutter library and has Dart as the language.

Cavity Detection (Jan 2020)

- A neural network trained on a self-sampled dataset to detect cavities. The network was created and trained entirely using Tensorflow's Object Detection API.

ACTIVITIES & ACHIEVEMENTS

- Received scholarship of 25,000 ₹ for academic proficiency in the year 2019.
- Technical Content Writer for Medium publication "Geek Culture".