

EDUCATION

Northeastern University , Boston, MA	Sept. 2019 – Present
College of Computer and Information Science	Expected graduation: Dec 2021
Candidate for a Master of Science in Computer Science	GPA: 3.83/4
Related courses: Programming Design Paradigm, Database Management Systems, Algorithms, Web-Development, Foundations of Software Engineering, Data Mining Techniques. Fundamentals of Cloud Computing	

TECHNICAL KNOWLEDGE

Languages:	Java, Python, JavaScript, TypeScript, C, C++
Databases:	MySQL, Firebase, MongoDB, Mongoose, SQLite
Technologies:	Spring Boot, AWS, JPA, React, Django, Node.js, Express.js, GraphQL, Elasticsearch, Next.js
Mobile technologies:	Android (Java), Ionic framework
Publications:	IEEE paper https://ieeexplore.ieee.org/document/9031017

WORK EXPERIENCE

Teaching Assistant for CS 5610, Northeastern University, Boston, USA	Feb 2021 – May 2021
Teaching Assistant for CS 4550, Northeastern University, Boston, USA	May 2020 – Jul 2020

- Mentored over 100 graduate and under-graduate students for both courses. Conducted Office hours twice a week to help students with coursework.
- Assisted in grading exams, assignments and projects by providing personalized constructive feedback and creating a student friendly environment.

TruckX , Mountain View, USA	Jul 2020 – Dec 2020
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Software Engineering Co-op

- Engineered the migration of all the microservices from Heroku to Kubernetes by building a CI pipeline using Jenkins to build docker images. Set up service monitoring for both https and non-https services on new relic.
- Built a deploy tool providing a UI based deployment env to the Kubernetes using Spinnaker and ExpressJS, reducing a total deploy time by 40%. Architected all the necessary cloud permission and service accounts on GCP.
- Developed Django CRUD end points contributing to the backend api-services application used by the customers.
- Set up a secure ELK logging system for the production cluster, reducing debug times to upto 50% along with Newrelic.

Vikify , Bangalore, India	Aug 2018 – Nov 2018
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Software Engineering Intern

- Built a video Streaming mobile application for a professional vlog sharing platform using the Java Android SDK.
- Decreased feed latency by 90% by integrating Firebase's Real-time DB with Cloud Storage for the media content.
- Broadened the feature set by implementing Room Persistence Library thus allowing users to store vlogs locally.

ACADEMIC PROJECTS

Prattle: A Tomcat, Hibernate and a Websocket based Chat Application	May 2020 – June 2020
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- A Java based chat application with features such as single/ group communication (websocket), end to end message encryption (encryptJS), message translation (google translate), subscription plan (similar to slack) and Govt Subpeona. This project was part of the FSE coursework and focused on the importance of Agile, version control and CI/CD.

EasyEvent: A GraphQL based MERN application	March 2020 – May 2020
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- A Full-Stack Web App which can be used to view, create and book events. Used GraphQL along with FB's dataloader library which helped in batching and caching various API calls to the DB per node event loop cycle reducing the reads and the total number of end-points for internal CRUD functions. Github: <https://github.com/Anurag26/GraphQL-BE>

Whiteboard: A Learning Management System (LMS)	Jan 2020 – May 2020
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- A BlackBoard clone consisting of two parts the Student and Instructor. Spring MVC, MySQL was used with React.js and Redux for the student application. Angular2.0, Express, Node.js and MongoDB was used for the Instructor application.
- Instructors can create courses and the students enrolled could view their courses, course material and attempt quizzes.