

# ARJUN BHALLA

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## EXPERIENCE

**NTT Data, Inc** Summer 2018

### Software Engineering/Security Intern

Spearheaded an effort to automate and integrate various disparate security systems into a streamlined platform to efficiently detect vulnerabilities in a global network of over 50,000 endpoints, saving half an FTE of labor annually.

Automated feeds for a daily security operations report, interfacing with RESTful APIs, standardizing and streamlining the metrics used to measure the efficacy of the InfoSec programming, saving around 1.5 man-hours daily.

Performed multiple complete server set-ups (Ubuntu & CentOS), administration and maintenance, including updating a PERL script for an internal security tool.

**Cornell University** Fall 2018

### CS 4700 TA (Artificial Intelligence)

Holding office hours, grading exams and homeworks, and building interactive demonstrations to elucidate topics in Artificial Intelligence and Machine learning (e.g. K-means clustering), in a class of over 200 students.

**Cornell University** Fall 2017 - Spring 2018

### CS 1110 Consultant (Python)

Held 4 hours of weekly help sessions and labs, and graded exams and projects for a class of over 500 students in a Python & programming fundamentals course.

## PROJECTS

**Comparacter** Spring 2018

### Creator

Created a movie/character recommendation system focused on text-based character attributes.

Built the character similarity metrics using NLP, specifically implementing Jaccard similarity between characters based on tags generated by sentiment analysis. Carried out most of the data pre-processing with Empath, NumPy, SKLearn.

**Chess AI** Spring 2018

### Creator

Designed an AI to play Chess at ~1800 ELO.

Implemented Machine Learning methods to improve the state-space search engine using temporal difference learning with epsilon-greedy policies. This was completed in Python, using the UCI protocol.

**Fire & Shadow** Fall 2017 – Spring 2018

### Creator

Built a game from the ground up using Python.

Developed both basic and advanced game mechanics ranging from movement and simple board interaction to implementing a dynamic HUD, and part of enemy AI with respect to pathing.

## EDUCATION

🎓 B.A. Computer Science

### Cornell University

📅 May 2020

GPA: 3.458

Tanner Dean's Scholar

Minor in Mathematics

## SKILLS

### Programming Languages

Python, Java, C, Javascript, OCaml, HTML5, CSS3, SQL, MIPS Assembly

### Frameworks & Packages

Django, NumPy, React.js, Tensorflow

### Other

Git, Bash, LaTeX, Mathematica, Logisim

### Spoken Languages

English, Hindi, Spanish, Mandarin (Conversational)

## COURSEWORK

### Previous:

Data Structures & OOP • Discrete Structures • Systems Programming • Language & Information • Artificial Intelligence/Practicum • Multivariable Calculus • Differential Equations • Linear Algebra • Probability

### Current:

Analysis of Algorithms • Functional Programming & Data Structures • Number Theory • Machine Learning in Python

## CAMPUS INVOLVEMENT

**Cornell Hacking Club** Fall 2017 – Present

### Treasurer

Compete in on-line security CTF challenges. (Previously member).

Team placed 6/1571 at NullCon HackIM, 83/2626 at GoogleCTF.

Solved challenges in the areas of Web Security, Binary reversing, and Steganography.

**Delta Tau Delta** Spring 2018 – Present

### Treasurer

Managing a budget of over \$400,000 and performing weekly Budget Vs. Actuals analyses to track expenditure, cutting unnecessary spending by about 20% .