Bharath Kumar R

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EDUCATION

NATIONAL INSTITUTE OF TECHNOLOGY, TIRUCHIRAPPALLI (NITT)

Trichy, India

• Coursework & Electives: Algorithms and Data Structures, Operating Systems, Database Management Systems, Computer Architecture, Network Security, Data Communications and Networks

B.Tech in Electronics and Communication Engineering (GPA: 8.42/10)

Jul 2017 - Present

EXPERIENCE

MORGAN STANLEY

Bengaluru, India

Technology Summer Analyst

May 2020 - Jul 2020

- $\bullet \ \, \text{Integrated Apache Kafka and Zookeeper} \ \text{with the reactive Spring Boot} \ \text{and Spring Webflux} \ \text{middle tier}.$
- Built a parser in Java to transform the XML messages received from upstream.
- Developed a SVM model to categorize the messages received and deployed it as a separate microservice in Flask.
- Exploited Synthetic Minority Over-sampling Technique (SMOTE) to balance the minority class in the training set.
- Built a dashboard using Angular and leveraged reactive websockets to make the application realtime and efficient.
- Tested code with Unit and Integration testing using **JUnit** and **Mockito**.
- Dockerized the application and pushed the application to QA.

DELTA FORCESoftware Developer

Jul 2018 - Present

- The **programming club** and **central webteam** of the National Institute of Technology, Tiruchirappalli.
- Handles most of the web and app development for various campus development projects, activities and festivals.
- Conducted an introductory **Algorithms workshop** for more than 100 freshers.

PROJECT HIGHLIGHTS

DigiNITT [Source]

Jul 2020 - Aug 2020

- Designed and built a paperless office web application that dynamically generates workflows using graph structures.
- Implemented automatic field identification by using Canny Edge Detection and Hough Lines Transformation in OpenCV.
- Developed a dynamic document and QR generation module.
- Developed a tamper-proof system by using Ethereum Blockchain to store the data and Solidity for smart contracts.

Beer Factory, Pragyan [Ref]

Nov 2018 - Mar 2020

- An **online strategy-based**, single-player **resource management** game. Each player competes against a **computer simulated opponent**.
- Designed and implemented the game API from scratch in Django and the UI in BabylonJS, ReactJS, Redux and SemanticUI.
- Wrote models, test codes, game and leaderboard logic views and designed the gamepage UI, reusable menus, display components and made game **mobile responsive**.
- Introduced features like daily challenges and added support for multiple products like Wine.
- Dockerized the application and pushed the application to production. Had around 1K participants from over 8 countries.

Virtual Fit [Resnet]

Feb 2019 - Mar 2019

- Developed a **custom clothing store** web application where a user can get his body measured from a photo and can design a custom made shirt online with a large variety of accessories and order directly.
- Used ResNet-18 Deep Learning Architecture and PyTorch for predicting body measurements from uploaded images.
- Wrote a 3D renderer using **BabylonJS** for rendering 3D model of the mannequin.

SKILLS

- Programming: C++, Python, Java, JavaScript, PHP, SQL, HTML, CSS
- Frameworks: Spring, Django, NodeJS, Laravel, ReactJS, Angular, BabylonJS, PixiJS
- Other Technologies: , Docker, Kubernetes, Git, Vim

LEADERSHIPS AND ACHIEVEMENTS

• Head of Web Operations at Festember'20, International Cultural Festival.

- Nov 2019 Present
- Finalist (Top 1% out of 5 lakh participants) at the Smart India Hackathon 2020 (Software Edition).
- Second runner-up at the TransfiNITTe v2 Hackathon at NIT Trichy.
- Top 60 out of 1914 candidates in the prestigious Singapore India Hackathon 2019.
- Winner (Top 0.01% out of 3 lakh participants) of the Smart India Hackathon 2019.