

RAHUL KALAISELVAN

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EDUCATION

Master's in Computer Science

The University of New Mexico, Albuquerque, NM

📅 Expected Graduation: May 2021

Bachelors in Computer Science and Engineering

SRM Institute of Science and Technology, India

📅 2015 - 2019

EXPERIENCE

Software Programming Intern

Porter Lee Corporation

📅 May 2019 - Present 📍 Schaumburg, IL

- Developed, documented and maintained **Android** Applications, primarily in Java for Evidence management system and Laboratory inventory management.
- Developed and tested SQL databases.

Research Aide

University of New Mexico

📅 Sep -2019 - Nov 2020 📍 Albuquerque, NM

- Assisted with a ongoing research on emergence of genetic variation.
- Worked in Python and C.

COURSES

- Algorithms & Data Structures
- Introduction to Machine Learning
- Database Management
- Software Development Practices
- Software Foundation
- Computer Networks
- Introduction to Artificial Intelligence

CERTIFICATES

- Python Data Structures - University of Michigan (Coursera)
- Using Python to access web - University of Michigan
- Getting started with Python - University of Michigan
- In-plant training in Hewlett Packard Enterprise.
- Introduction to HTML 5 - University of Michigan

TECHNICAL SKILLS

Programming Languages

- Python, Java, C, JavaScript, Haskell, PHP, CSS, HTML, XML and R.

Technologies and Tools

- Vue, Node JS, Android 6, Android Studio, Selenium, NumPy, Scikit-learn, Pandas.

PROJECTS

Decision Tree Classifier

Machine Learning

- Built a decision tree classifier using ID3, CART and CHAID from scratch.
- Classified DNA sequence into exons, introns or neither.
- Tools and Technologies used: Python, Pandas, Seaborn, NumPy.

Crime rate analysis

Using urban data of a region and analysing, plotting patterns.

- Stored procedures and queries by creating fully functional digital library
- Tools and Technologies used: Python, SVM, Scikit-learn, Pandas, Seaborn, NumPy, Matplotlib.

Chat Application using Java

Java(Android Studio), Python(Flask)

- Enabling multiple systems to chat with each other using Java socket programming and java swing UI.

Network Simulation

Computer Network simulation from scratch.

- Implemented Dijkstra algorithm, broadcasting techniques using Python socket programming.

Other Projects

- Developed a Python based application for storing, retrieving and maintaining medical records using SQL database and Tkinter.
- A text scrambler to encrypt/decrypt text files on our personal computer.
- Simulating series of Blackjack games using pre-defined strategies to get statistics of the results.
- Implementation of Naive Bayesian and K-mean clustering data mining algorithms.