

Arun Ramachandran

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Personal Info

Nationality: USA

Education

National Institute of Technology, Trichy

B. Tech.

Computer Science and Engineering
2014-2018
CGPA 7.99

Links

GitHub:// jhurricane96
LinkedIn:// aramach
Medium:// arun.ram

Languages

Proficient

C++ • Javascript

Comfortable

Java • C#

C • Python

Familiar

PHP • Octave

LaTeX

Tools & Tech

Web

HTML • CSS

Node.js • Express.js

MongoDB • MySQL

Version Control

git

Coursework

Data Structures

Algorithms

Operating Systems

Networks

Databases

Computer Architecture

Data Mining

Experience

May-Jul 2017

Microsoft R&D, India

Software Engineer Intern

- Worked on the Cortana reminders platform.
- Enhanced telemetry for easier fault isolation and automated a daily service usage report to facilitate analysis of market segmentation.
- All code was reviewed and pushed to production.

May-Jul 2016

Amazon Development Center, India

Software Development Engineer Intern

- Worked on making Amazon Echo devices act as help desks and compères for an Echo-driven Tech Conference.
- Made an Alexa skill to allow extensive queries about the conference with dynamic responses. Wrote a fully serverless backend to drive the skill.
- Fully decoupled compère dialog from code with a custom library to model dialogs as state machines.
- Code was tested, reviewed and successfully deployed and used by over 150 people in Amazon's India Tech Conference '16.

Projects

Oct '16-Mar '17

Code Character

github.com/jhurricane96/code_character_simulator

- Competition where players write and upload their own AI to control troops in a real-time strategy simulation.
- Designed service architecture and the real-time game from scratch. Led a team of 9 programmers to make a web app to automate submissions and AI simulation. Wrote a multi-threaded cross-platform C++ engine for the game and to simulate the AIs.
- App was launched to over 180 participants in Pragyan '17, the int'l tech festival of NIT Trichy.

Apr-Oct 2016

Chess AI

github.com/jhurricane96/chessai

- Made a self-learning chess AI with reinforcement learning and game tree searching.
- Used MTD-f, an optimized version of minimax to speed up game tree searching by 1.5 times.
- AI successfully learnt positional advantages of pieces in different phases of the game.

Aug-Sep 2015

Grav Guy

festember.com/~arunr

- Made a 3D browser game with WebGL to promote Festember '15, the inter-college cultural festival of NIT Trichy.
- Received over 16,000 plays.

Awards

Aug 2016

InOut Hackathon | 2nd place

Made a voice-based interactive bot that teaches students over a basic telephone and answers basic queries, all in Hindi, for InOut '16, one of India's largest student-run hackathons, hosted by NIT Surat.

Apr 2016

Ventura | Best Business Model

Won 'Best Intra NITT Business Model' in Ventura of E-Summit '16, a national level hackathon and entrepreneurship summit conducted by E-Cell, NIT Trichy.

Jan 2016

Code O Soccer | 3rd place

Coded bots to play soccer using finite state machines in Kshitij '16, Asia's largest tech festival conducted by IIT Kharagpur.