

Kartik Chugh

☎ (+1) 703-864-7874 | ✉ kartikchugh@virginia.edu | 🌐 KartikChugh | 📺 kartikchugh | 🐦 @CompsciKartik

Skills

Programming Java, Python, Javascript, TensorFlow, React, NodeJS, Git
Industry Object-Oriented Design, Test-Driven Development, Agile Scrum
Personal Natural Curiosity, Leads Discussions, Quality User Experiences

Education

University of Virginia

Charlottesville, Virginia

BA IN COMPUTER SCIENCE, BA IN ECONOMICS. GPA: 3.93/4.0

Aug 2019 - Ongoing

- Advanced Software Development, Machine Learning, Artificial Intelligence, Program & Data Representation, Discrete Mathematics

Experience

TensorFlow Java

Virtual

OPEN-SOURCE CONTRIBUTOR

Aug 2020 - Ongoing

- Creating Keras deep learning framework for JVM languages including Java, Scala, and Kotlin

Amazon

Seattle, Washington

SOFTWARE ENGINEER INTERN

May 2020 - Aug 2020

- Designed and implemented production-ready framework for Alexa Video within service-oriented architecture
- Gained hands-on experience with unit testing (JUnit) & mocking (Mockito), continuous deployment, and Agile Scrum framework
- Awarded 2nd in Alexa Skills Hackathon for building a classroom time management skill used by Amazon Teachers of the Year

University of Virginia

Charlottesville, Virginia

MACHINE LEARNING RESEARCHER - ADVISOR: KEIVAN ESFARJANI

Nov 2019 - May 2020

- Built cutting-edge deep neural representations of potential energy surfaces
- Researched atomic symmetry functions for feature engineering, bringing down model loss by two-thirds

George Mason University

Fairfax, Virginia

HUMAN-COMPUTER INTERACTIONS RESEARCHER - ADVISOR: THOMAS LATOZA

Aug 2018 - October 2019

- Developed IRIS Code Editor with machine learning-powered code pattern recommendations and anomaly detection
- Achieved 93% increase in developer productivity in controlled user studies
- Published Best Paper runner-up in IEEE Symposium on Visual Languages and Human-Centric Computing 2019

Projects

Facebook AI Hackathon Winner - [Otto](#) (860+ stars)

3RD PLACE

May 2020 - June 2020

- Built React web application that helps users build, visualize, and deploy end-to-end machine learning pipelines in Python
- Leveraged Wit.ai natural language platform to make ML engineering a conversational experience
- Topped global trending lists on GitHub, Made with ML, HackerNews

PlexHacks Social Justice Hackathon Winner - [MobileEyes](#)

3RD PLACE

Aug 2020

- Used Google's Flutter framework to build mobile app for launching and sharing protests
- Designed on-screen "gardens" that blossom as activists assemble in real time, drawing eyes to growing movements

Amazon Alexa Skills Hackathon Winner - [Ada](#)

2ND PLACE

July 2020

- Made skill for teachers to schedule lecture times, study sessions with calm music, and discussion breaks
- Designed functionality in response to needs outlined by Amazon's Teachers of the Year

Roguelike puzzle game - [Scavengers](#)

PERSONAL PROJECT

July 2020

- Created 2D game in Unity/C# and deployed to web using WebGL
- Nominated for indie game website Simmer.io's Founders Club

Recognition

- 2019 **Best Paper Honorable Mention Award**, IEEE VL/HCC Conference Proceedings
- 2019 **Amazon Future Engineer Scholar** (100 Top CS Students in US)
- 2019 **UVA Echols Scholar** (Top 5% of Class)

[\[publication\]](#)