

Kuber Sethi

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EDUCATION

RUTGERS UNIVERSITY
NEW BRUNSWICK, NJ
BS IN COMPUTER SCIENCE
Expected May 2021

COURSEWORK

- Design and Analysis of Algorithms
- Systems Programming
- Principles of Programming Languages
- Internet Technology
- Computer Architecture
- Introduction to Data Science
- Discrete Structures I + II
- Data Structures and Algorithms
- Intro to Logic

LINKS

Github:// [kubersethi](#)
LinkedIn:// [kubersethi](#)

SKILLS

PROGRAMMING LANGUAGES

- Python
- Java
- JavaScript
- C
- HTML/CSS
- C++

TECHNOLOGIES

- Github
- AWS
- Docker
- Redis
- RabbitMQ
- Celery
- MongoDB
- Express
- React
- Node.js
- Redux
- Postman
- Flask
- Sanic
- Alexa SDK

EXPERIENCE

ANCESTRY.COM | SOFTWARE ENGINEERING INTERN

Summer 2019 | San Francisco, CA

- Working on the Genomic Algorithms team expanding ethnicity matching algorithm implementation to support more regions, and building internal tools.
- Building an automatic migration tool to efficiently recompute ethnicity results of up to 15 million existing customers to provide the latest and most accurate results of new algorithms.
- Optimizing ethnicity matching algorithms by modifying task queue implementation, batch sizing, EC2 instance types, and cache usage.
- Using **Python**, **Docker**, and **AWS ECS** clusters to manage and process genetic DNA data.

TECHNO-COMP INC | SOFTWARE DEVELOPMENT INTERN

Summer 2017 | Franklin, NJ

- Built internal management tools for Verizon Wireless to help lower AWS costs with a team of consultants.
- Designed and constructed a dashboard from the ground up to help management monitor AWS usage.
- Built the front-end of the dashboard with **Angular.JS**, and used **Java** for the back-end to process data from Verizon's AWS CloudWatch page, AWS Billing page, and Jenkins pipeline.

PROJECTS

STARCRAFT II MACHINE LEARNING BOT

Built at PennApps XVII

- Implemented reinforcement learning techniques in **Python** using the **PySC2** framework to develop a self-learning bot for Starcraft II.
- Capable of different strategies and can beat in-game "Very Easy" and "Easy" AI opponents 100% of the time.

SWOLTRITION

Built at PennApps XV

- Developed an **Alexa** skill using **Python** allowing users to retrieve nutritional information for a food, and track macro-nutrient intake.
- Connects to the USDA public database on food in order to receive official nutritional information for all foods on file.

STUDENTCONNECTOR

Built in Summer 2018

- Built a social network with **MongoDB**, **Express**, **React**, and **Node.js**.
- Protected routes with **JWT**, and used **Redux** for app state management.

LEADERSHIP

FIZZBUZZ COMPUTER SCIENCE INTERVIEW PREP CLUB |

PRESIDENT

May 2019 - Present

- Organize events and workshops, inform students about available resources, and teach other students.