





Kishan Kumar

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Someone who likes to code and automate

Education
Bachelor in Computer Engineering
Himalaya College of Engineering

Languages	
Confident In	
Java	C++
C	Javascript
PHP	Kotlin
Familiar With	
Python	CLisp
C#	Bash Scripting
F#	Solidity

Skills	
git	expressjs
mongoosejs	ReactJS
Tensorflow	CMake
Keras	VueJS
AWS	Docker
Kong	Ansible
SpringBoot	Allegro5

Experiences

SDE2 (2020 Apr - 2021 Aug) *Fareye*

- Creating new features timely from design and based on product requirements(ReactJS/Java) for fareye.co
- Reviewing code and mentoring interns
- Handling deployment
- Rewriting multiple features for new revamped UI

Instructor(Machine Learning) (2018 Dec - 2019 Aug) *HCOE*

- Taught ML using python and tensorflow while building a project

Web Developer (2018 Nov - 2019 Nov) *Chuchuro Firm*
Cloudscraper Exchange

- Created entirely new dataroom(Vuejs/Phalcon PHP/Python)
- Wrote migration scripts for the new dataroom
- Created bash automation scripts and cron jobs for scheduled tasks

Docvault

- Helped in development of front end in Vuejs and Backend in Python
- Created a cutom pdf-viewer for data population

Full Stack Developer (2017 Nov - 2018 Oct) *Otonomis Pvt. Ltd.*
oTrack

- Created a cost optimized jvm based multi-threadeed vehicle tracking server
- Database schema design and optimization
- Reviewed code and mentored junior web devs
- Created a generic CRUD using MEVN

eTicketing

- Created admin panel using Vue/Bulma

HOW App

- Created entire backend api in REST(Nodejs/MongoDB)
- Created admin panel in vue and bootstrap

Personal Projects

Allons-y (Social Networking Website for travellers)

- Created the backend API
- Clustering user based on their behaviour and analyzing user's reviews sentiment
- Location recommendation for visit based on user behaviour

Jaani Rakhau (Hygeine app accessible to people of rural area)

- Implemented a data centric application,using app stored JSON as its datastore

Shoot'Em All (A 2D side-shooter game inspired by Asteroids)

- Created the entire game in C/OpenGL using allegro5