KARTHICK SHANKAR

1165 West Stadium Avenue, West Lafayette, IN 47906 | **(765) - 772 - 6745** | shankak@purdue.edu | http://karthick.io

OBJECTIVE

To acquire an internship in the field of Computer Science and Engineering.

EDUCATION

PURDUE UNIVERSITY | West Lafayette, IN
Bachelor of Science in Computer Engineering

GPA: 4.0/4.0
Expected May 2020

TECHNICAL SKILLS

Javascript • Python • C • MATLAB • HTML/CSS • JQuery • SQL • MongoDB • Express • Angular • Node.js • Photoshop • Sony Vegas Pro • Cinema 4D • Illustrator • After Effects • Solidworks • CATIA • Blender • 3D Printing • Arduino • CNC/CAM

RELEVANT EXPERIENCE

RELIABLE AUTOMATIC DOORS SYSTEMS, LLC. | Dubai, UAE

May 2017 - August 2017

Automation Systems & IT Engineering Intern

- Collaborated with the Information Technology department to formulate new server management methods.
- Collected qualitative information about company products and streamlined the company website to increase website traffic by 10%.
- Prepared circuit designs to better understand remote controls using Autodesk Eagle and worked hands-on in programming them.
- Demonstrated basic knowledge of the components of Automatic Doors and remote circuits to the Installation team.

PURDUE UNIVERSITY | West Lafayette, IN

January 2017 - Present

EPICS Teaching Assistant

- Managed all technical equipment (3D Printers, Mitre Saws, Microcontrollers, Prototyping Equipment, etc.) in an engineering laboratory.
- Mentored over 200 students on the topics of electronic prototyping and design cycles to work effectively in an engineering team.

Physics Teaching Assistant

January 2017 - May 2017

- Taught students in a physics laboratory the basic principles of mechanics and thermodynamics.
- Encouraged students to actively pursue critical thinking while solving problems which resulted in better test scores.

LEADERSHIP EXPERIENCE

BOILER GOLD RUSH | West Lafayette, IN

August 2017

Team Leader International

- Led a group of 14 culturally diverse incoming students through the Boiler Gold Rush Purdue orientation programme.
- Guided them through various Purdue experiences to help them get assimilated into the community as Boilermakers.
- Collaborated with other Team Leaders to influence and advise new students on how to form connections amonst themselves.

ENGINERING PROJECTS IN COMMUNITY SERVICE (EPICS) | West Lafayette, IN

August 2016 - Present

Design Lead / Webmaster

- Partnered with VIT University in India to develop a technology that can assist with the detection of Oral Cancer using Image Processing with OpenCV while parallelly working on an elecronic belt for pregnant women that can detect the movement of their child. *(Present)*
- Delegated work among members and oversaw progress through regular meetings to go through a design cycle similar to real companies.
- Reorganized and mainted the team website to reflect ongoing and past progress.
- Fostered relationships with VIT University in India and John Deere to explore the realm of mechanics and provide farming and water solutions to farmers in Javadi Hills, India to impact and change their lives. *(August 16 - May 17)*
- Orchestrated the process of testing our prototype through students who went to a farm in India from our team.

FORMULA ONE IN SCHOOLS | Dubai, UAE

April 2014 - November 2015

Graphic Designer of Team Traxeleration

- Competed in an international technology challenge to manufacture an miniature F1 car using concepts of engineering and dynamics.
- Acquired sponsorships worth $10,900 from multinational companies like Nikon, Indomie etc.
- Designed a Portfolio and a full size Pit Display to show our technical work on race day using Photoshop which came first in the country.

PROJECTS & ACTIVITIES

MYONNAISE | MadHacks Hackathon (***Hacker's Choice** Award*, ***Human Centered Design** Award*)

October 2017

- Built a motion-sensitive web game to help people going through rehabilitation using the MYO armband to sense muscle-movements.
- Composed a minimalistic front-end and a comprehensive backend using Node.js in a game where everything is gesture controlled.

KARTHICK.IO | Personal Portfolio Website

May 2017 - Present

- Created a personal portfolio website, using modern design principles, which has a comprehensive list of all my experiences.
- Compiled all achievements and projects into a seamless design standard.

SNIPPY | Snippet Sharing WebApp

July 2017

- Implemented the MEAN (MongoDB, Express, Angular, Node) Stack on a web application where people can register and share code snippets or general text which can be viewed with a unique ID in the URL.
- Worked to improve the current ideas of sharing code by trying to incorporate a comment thread.

DEEP DARK | Roguelike HTML Game

June 2017

- Developed an HTML5 rouguelike dungeon crawler game using the Canvas API to render out the sprites.
- Generated dungeons on-the-fly using the depth-first-search algorithm implemented with recursive backtracking.