KARTIKEYA SHUKLA

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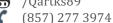
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EDUCATION

Northeastern University,

Boston, MA Sept. 2014 - Dec. 2016

MS in Computer Science, GPA 3.6/4.0

Jaypee University of Engineering & Tech., India July 2007 - June 2011

B Tech. in Computer Science & Engineering

TECHNICAL KNOWLEDGE

Languages

Java, C, C++, Python, R, Processing, Scheme

Web

JavaScript, HTML, CSS, p5.js, IQuery, AngularIS, Node.js, d3.is

Frameworks

Express, Mongoose, Mocha

Databases

Oracle 10g, MySQL, MongoDB

Softwares

Blender, MAYA, Unity, **MATLAB**

RELATED COURSEWORK

Machine Learning Data Mining Artificial Intelligence **Computer Graphics** Web Development Algorithms

PROJECT LINKS

[1] bit.ly/ConnexionApp [2] bit.ly/ParticleSystems

WORK EXPERIENCE

NVIDIA, Santa Clara, CA **Graphics Software Intern**

Jan. 2016 - Aug. 2016

- Implemented a text rendering utility in OpenGL ES which is now being used as the standard solution in the company's testing application.
- · Partnered with the Automotive Embedded Graphics team, and contributed to OpenGL ES, EGL, Linux implementations and bug fixes.
- Integrated ccache to the code base to reduce build times by 30%, for the Embeddedlinux workforce.

Accenture Services Pvt. Ltd., Bangalore, India Software Engineering Analyst

July 2011 - May 2014

- · Automated client-specific scheduled activities, by designing workflows in PPM and PL/SQL, which reduced effort hours by 85%.
- Formulated a process to migrate client project planning data and spearheaded the migration to production without any defects for 15 clients.
- Reduced time, by 90%, for performing pre-migration activities by developing Excel macro utility using VB.NET.
- Recipient of the "Accenture Celebrates Excellence" award for contribution to 'Productivity improvement through automation'.
- Promoted from Associate Software Engineer to Software Engineering Analyst.

PROJECTS

Connexion - MEAN Stack [1]

Oct. 2016 - Dec. 2016

- Developed a web application to help people meet, collaborate, share recommendations and search for events and groups.
- Designed the architecture and implemented the server-side components with Node.js & MongoDB using Mongoose as ORM.
- Developed the front-end using AngularJS, Bootstrap and Angular Material.
- Integrated with third party APIs including Twitter, Flickr, Google Maps.

Computer Systems - C

Sept. 2016 - Dec. 2016

• Implemented a filesystem, a simple derivative of the Unix FFS file system using the FUSE toolkit in Linux, with read/write command-line capabilities to interact with the kernel.

Machine Learning - Java

Sept. 2015 - Dec. 2015

- Built an email spam classifier by implementing various machine learning algorithms like Decision trees, Linear and Logistic Regression, KNN and Active learning.
- Implemented a handwriting recognition system using HAAR feature extraction, ECOC algorithm coupled with SMO and Adaptive Boosting techniques.
- Developed three-layered Neural Network to solve auto encoder decoder problem.

Particle Systems – Java/Processing [2]

Feb. 2015 - Apr. 2015

- · Designed and built a working particle system with GUI controls to modify the behavior of particles such as gravity, texture, velocity etc.
- Documented a tutorial on how to build a simple particle system.

Pacman AI Projects - Python

Sept. 2014 - Dec. 2014

• Implemented classical and adversarial search techniques in the Pacman game. Also used reinforced learning & machine learning concepts like Naive Bayes, Perceptron, and MDP etc.