KARTIKEYA SHUKLA
1 Folsom Ave #2, Boston, MA 02120
(857) 277 3974

kartikeya.1989@gmail.com
linkedin.com/in/kartikeyashukla19
github.com/Qartks89

EDUCATION

Northeastern University, Boston, MA — Sept. 2014 – Dec. 2016
Candidate for Master of Science in Computer Science (GPA 3.5/4.0)

Jaypee University of Engineering & Technology, Guna, India — July 2007 – June 2011
Bachelor of Technology in Computer Science Engineering

TECHNICAL KNOWLEDGE

Languages:	JAVA, C, C++, Python, R, Processing, OpenGL, OpenGL ES
Softwares:	Unity, MAYA, Blender, MATLAB, TOAD, SAP Business Objects
Web:	JavaScript, HTML, CSS, JQuery, AngularJS, Node.js, p5.js
Databases:	Oracle 10g, MySQL, MongoDB

WORK EXPERIENCE

Nvidia, Santa Clara, CA — Jan. 2016 – Aug. 2016
Graphics Software Intern

- 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 code base to reduce build times by 30%, for the Embedded-linux workforce.

Accenture Services Pvt. Ltd., Bangalore, India — July 2011 – May 2014
Software Engineering Analyst – Promoted from Associate Software Engineer

- Designed and implemented custom workflows & request-types using PPM and Oracle PL/SQL to automate multiple scheduled activities, which reduced effort hours by 85%.
- Performed data analysis on client project planning data, and help formulate a process for migration to IBM Rational tools, and spearheaded the Microsoft Project Server conversion production release.
- Reduced time, by 90%, for performing pre-migration activities by developing Excel macro utility using VB.NET.

ACADEMIC PROJECTS

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 - Processing — Jan. 2015 – Apr. 2015

- Researched and built a working particle system, with GUI to control behavior of particles such as gravity and texture - kshuks.tumblr.com.
- Documented a tutorial on how to build a particle system.

DiscoGolemVsTheFireNinjas - Unity — Jan. 2015 – Apr. 2015

- Developed a basic 3D 3rd person shooter (survival game) for the Web, mobile and PC using Unity and scripting in C#.

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.