

# KARTIKEYA SHUKLA

## CONTACT

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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,  
jQuery, AngularJS, Node.js,  
d3.js

### 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](http://bit.ly/ConnexionApp)  
[2] [bit.ly/ParticleSystems](http://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 Embedded-linux 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.