KARTIKEYA SHUKLA

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EDUCATION

Northeastern University, Boston, MA — Sept. 2014 – Dec. 2016
Master of Science in Computer Science — *GPA 3.6/4.0*

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
Web	JavaScript, HTML5, 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%.
- Reduced time, by 90%, for performing pre-migration activities by developing Excel macro utility using VB.NET.

PROJECTS

Connexion - MEAN Stack — Sept. 2016 – Dec 2016

- Developed a web app to help people meet and collaborate - Connexion.herokuapp.com
- Designed the app architecture and implemented the server-side components with Node.js & MongoDB using Mongoose as ORM, and used AngularJS, Bootstrap and Angular Material for the front-end.

Computer Systems – C — Sept. 2016 – Dec 2016

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

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 — Jan. 2015 – Apr. 2015

- Researched and built a working particle system, with GUI to control behavior of particles such as gravity and texture.
- Documented a tutorial on how to build a particle system - bit.ly/ParticleSystems

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.