# Kartikeya Shukla

San Francisco, CA | Ph.no: +18572773974
Email: kartikeya.1989@gmail.com

LinkedIn: /in/kartikeyashukla19
Website: kartikeyashukla.com
GitHub: github.com/Qartks89

## WORK EXPERIENCE

**Cruise** | San Francisco, CA                                                          Dec 2017 – Present

*Software Engineer*

- Technical lead for project which overhauls the architecture for triggering simulations that enables efficient co-relation of on-road vs simulated data and reduces time to complete said workflow by 16+hrs (or ~40%). Working with customers and stake holders to gather requirements and translate them to technical design docs and code.
- Developed CLI tool using Go to give engineers a democratized way to create and trigger simulations.
- Lead developer on the Backend services of AV tool, which accelerates development by providing a platform for engineers to execute and analyze simulations, to give early signal on how code changes will impact AV performance. Technologies used: Go, Python, Kubernetes, Docker, Postgres, GCP
- Working for Engineering productivity to revamp Cruise CI process to shorten development cycles for AV engineers – Leveraging Python, Go, Docker for the same.
- Designed and implemented a test framework using Python, Bazel and Bash scripting to validate Map data used in the AVs.
- Integrating code coverage and static analysis tools to the codebase to gathering code quality metrics and improve software quality.
- Interviewed, ramped up and on-boarded senior members of the team. Also mentored junior members, providing them professional guidance and weekly reviews.

**Launchbyte.io** | Boston, MA                                                          Apr 2017 – Nov 2017

*Full Stack Engineer*

- Collaborated with startup founders to design system architectures, wireframes and technical designs and their apps.
- Managed and created Project Plans to keep track of weekly sprints and overseeing the development process for two offshore teams, with 10+ members.
- Technical lead for mobile development, iOS and Android, for *Worthee* - community app for hourly workers.
- Supervised and mentored Engineering intern. Responsible for assigning tasks & performing code reviews.

**Nvidia** | Santa Clara, CA                                                          Jan 2016 – Aug 2016

*Graphics Software Intern*

- Developed a text rendering utility in OpenGL ES. This utility is now being used as the standard solution for NVIDIAs' companywide automated testing application, thereby increasing efficiency for engineers to identify potential impacts of code changes.
- Worked with the Automotive Embedded Graphics team, and contributed to EGL and Linux bug fixes, along with OpenGL ES enhancements on client-specific demos and POCs.
- Integrated *ccache* to the code base to reduce build times by 35%, for the Embedded-Linux workforce.

**Accenture** | Bangalore, India                                                          Jul 2011 – May 2014

*Software Engineering Analyst*

- Proposed and implemented major process improvement initiatives for client-specific scheduled activities, by developing workflows in PPM and PL/SQL, which reduced effort hours by 85%.
- Formulated a process to migrate client project planning data, spearheaded the migration to production with zero defects for 15 clients and developed a Java utility which reduced time, by 90%, for performing pre-migration activities.

## TECHNICAL SKILLS

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|---|---|
| Languages: | Java, Go, Python, C++ |
| Web/Framework: | ReactJS, Redux, NodeJS, Express, Redis, Flask, Nginx, Docker, Kubernetes, Three.js |
| Databases: | PostgreSQL, MongoDB |

## EDUCATION SUMMARY

**Northeastern University** | Boston, MA                                                          Sept 2014 – Dec 2016

*Master of Science in Computer Science*, GPA 3.6/4.0
Relevant Courses: Machine Learning, Algorithms, Computer Systems, Data Mining, Web Development, Program Design Paradigms.