KARTIKEYA SHUKLA

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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,

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   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

- 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.