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| **Kartikeya Shukla**  Boston, MA | Ph.no: +18572773974  Email: [kartikeya.1989@gmail.com](mailto:kartikeya.1989@gmail.com) | LinkedIn: [/in/kartikeyashukla19](https://www.linkedin.com/in/kartikeyashukla19/)  Website: [kartikeyashukla.com](http://bit.ly/kshukla)  GitHub: [github.com/Qartks89](https://github.com/Qartks89) |

**SUMMARY**

* Master’s graduate with strong background in Machine learning, AI and Algorithms.
* Skilled programmer with 3 years of professional experience in back-end and full-stack web development.

**EDUCATION**

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

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

**SKILLS SUMMARY**

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| Languages/Platforms | **Java**, C, C#, Python, R, Processing, Racket, Android, Firebase |
| Web | JavaScript, JQuery, AngularJS, Node.js, React, p5.js, d3.js, HTML, CSS |
| Databases | Oracle 10g, MySQL, MongoDB |

**WORK EXPERIENCE**

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| NVIDIA, Santa Clara, CA | Jan. 2016 – Aug. 2016 |
| *Software Engineering Intern* |  |

* Developed 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.

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| Accenture, Bangalore, India | July 2011 – May 2014 |
| *Software Engineering Analyst – Promoted from Associate Software Engineer* |  |

* Proposed and designed 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 and spearheaded the migration to production without any defects for 15 clients.
* Developed an Excel macro utility using VB.NET which reduced time, by 90%, for performing pre-migration activities.

**PROJECTS**

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| Machine Learning – Java | [bit.ly/GitHubML](http://github.com/Qartks89/Machine-Learning) |

* Built an email spam classifier by implementing various machine learning algorithms like Decision trees, Linear and Logistic Regression, KNN and Active learning.
* Implemented an Image Recognition system using **HAAR feature extraction**, **ECOC** algorithm coupled with **SMO and Adaptive Boosting** techniques. Achieved 95% accuracy.
* Developed three-layered **Neural Network** to solve Auto Encoder-Decoder problem.

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| Pacman AI Projects – Python | [bit.ly/PacManAI](https://github.com/Qartks89/PacMan-Projects-Artificial-Intelligence) |

* Implemented classical and adversarial search techniques in the Pacman game. Also used reinforced learning & machine learning concepts like Naive Bayes, Perceptron, and MDP etc.

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| IMDB Movie Ratings Prediction – R |

* Employed SVM, Tree-based methods, and Multinomial logistic regression to correctly classify 2500 movie ratings.
* Used ‘ggplot2’ to create detailed visualization in order to catch the hidden correlation between predictors.

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| Connexion - MEAN Stack | [bit.ly/ConnexionApp](http://connexion.herokuapp.com/) |

* Developed a social web application to help people collaborate, share recommendations and search for events and groups.
* Designed the architecture and implemented the server-side components with Node.js & MongoDB using Mongoosejs.
* Developed the front-end using AngularJS, Bootstrap and integrated with third party APIs incl. Twitter, Flickr, Google Maps.

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| Computer Systems – C | [bit.ly/fileSystems](https://github.com/Qartks89/filesystems) |

* 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.

**AWARDS and RECOGNITIONS**

* Open-Source Hackathon - Won 1st place for developing a chatbot to enable easier interaction with OpenStack.
* Recipient of the “Accenture Celebrates Excellence” award for contribution to ‘Productivity improvement through automation’.