Shreyas Govindaraju

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Education

Expected May 2018 M.S., Computer Science
University of Southern California, Los Angeles
May 2015 B.Tech, Computer Science and Engineering
National Institute of Technology Karnataka, India GPA: 8.27/10.00

Work Experience

July '15 - July '16 | Software Engineer, **Samsung Research Institute** (Bangalore, India)
I worked on an automated caching software tool called Autocache. Built the web user interface using Prototype framework for the Autocache stand-alone application. I was involved in design and implementation of the flushing concept from the cached data into the hard drive.Helped in setting up debug environment for kernel debugging in RHEL and setup continuous integration tool called Jenkins to automate build and unit testing for the project.
Tech stack | **C++, HTML, Prototype, Jenkins.**

May - July '14 | Software Development Intern, **Samsung Research Institute** (Bangalore, India)
Built an user interface in Java Swing to automate testing on multiple devices so tests can be run in parallel and faster along with report generation.Developed a lab management tool integrating with the Samsung SQL database along with IIS Server to reserve lab or conference rooms within the company for meetings or discussions.
Tech stack | **Java Swing, Bootstrap, MySQl, IIS, PHP.**

May - July '13 | Engineering Intern, **Bilent Services Private Limited** (Bangalore, India)
Worked on Kyash which is an online payment system which helps people to work in mutually beneficial and trusted environment.
Tech stack | **Python, webapp2, Google Appengine.**

Relevant Projects

- **Traffic Simulator** | **C**
  In this project, I simulated a traffic shaper which transmits packets controlled by a token bucket filter using multi-threading within a single process.In this emulation, packet arriving at intervals are processed based on tokens required by them to be serviced by the server. All statistics of the packet such as inter-arrival time, service time, average number of packets in a queue, the standard deviation for time spent for a packet along with packet/token drop probability are shown for both input parameters and trace driven mode.
- **Weenix Kernel** | **C**
  In this project, I worked on building blocks of Weenix operating system such as processes, threads, context switching and synchronization primitives. I also have implemented a Virtual File System (VFS) which provides a common interface between operating system kernel and various file systems.
- **Connect+** | **HTML, CSS, JavaScript, PHP, MySQL**
  This is a social networking site used to connect among college peers and friends. The application provides features such personal messaging a friend connected to you, post on their wall, status updates and create groups of people with common interests and pages with relevant interests.
- **PyEdit** | **Python, PyGtk**
  This is a word processor in python language using the PyGTK module which includes all features of a text editor along with syntax highlighting of several languages.
- **Zmq Sockets** | **Python, Zmq**
  This is an application to demonstrate messaging patterns (push-pull, request-reply), where a client from a city subscribes to get weather updates from a server with one of these patterns. Zmq socket library was used to implement these functionalities.

Technical Skills

Programming Languages: C/C++ and Python
Web and Databases: HTML, CSS, jQuery, Ajax, MySQL, SQLite and Google NDB.
Scripting languages: Node.js, PHP, Perl, Awk and Shell Script.
Others: Git, Visual Studio, Jenkins, Wireshark, VMWare and OpenGL.