J M Soorya Narayan

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EDUCATION

NIT TRICHY

B.Tech in Computer Science and Engineering | 2014 - 2018

MES INDIAN SCHOOL

Grad. March 2014 Doha, Qatar Best Outgoing Student

LINKS

Github://sooryan LinkedIn://soorya-narayan-jm

COURSEWORK

Algorithms
Data Structures
Operating Systems
Computer Architecture
Networks
Databases
Compilers
Artificial Intelligence

SKILLS

Languages

Python • C • C++

Intermediate

Haskell • JavaScript • Java • Bash

• SQL • LATEX

Web

HTML5 • CSS • jQuery • Flask

Software

Git • Emacs • Eclipse • gdb • Hg

AWARDS

2015, top **10**

inGenius Hackathon, Bangalore

2014, Finalist

Indian National Mathematics Olympiad

2013, top **50/17000**

Euclid Math Contest, University of

Waterloo, Canada

2013, People's Choice Award

 $\ \, \text{Art Exhibition} \, @ \, \text{Mathaf,} \\ \text{Museum of} \\$

Modern Art, Qatar

2013, Finalist

Indian National Informatics Olympiad

EXPERIENCE

AMAZON DEVELOPMENT CENTER, INDIA

Software Development Engineer Intern | May - July 2017 | Address Intelligence and Experience team

- Worked on an internal tool to modify and interact with GAM, a structured hierarchical data store of customer addresses
- Setup an elasticsearch cluster with address data and made a web-based UI to interact with the cluster
- Worked with Java, Spring, AWS S3 and wrote unit tests with Junit and PowerMockito
- Practised Agile and Scrum in 2 week sprints
- All code was reviewed and successfully pushed to production

MOZILLA WINTER OF SECURITY

Student Developer | Oct 2016 - April 2017 | Mozilla Security, NSS

- The project involved implementing **BLAKE2** and **Argon2** in **C** for the NSS Cryptography libraries, which are used in applications like Mozilla Firefox and Google Chrome
- One of the **twelve** teams all over the world to be selected as a part of Mozilla's Winter of Security Initiative 2016.
- The wiki for the project is at https://wiki.mozilla.org/NSS/ARGON2

HASKELL SUMMER OF CODE

Software Developer | Jun - Sep 2016 | haskell.org

- Worked on **Hackage**, the Haskell community's central package archive of open source software
- Implemented tagging and redesigned the search algorithm
- Rewrote the reverse-dependencies feature to make it more memory efficient
- All code was reviewed and pushed to production
- Summary here http://sooryanarayan.me/blog/hsoc-testimonial

PROJECTS

CODE CHARACTER

- An Al programming challenge for Pragyan '17, the Int'l Tech festival of NIT Trichy, where players, using a high level API provided, control troops in a real-time strategy simulation
- Part of the team that designed the simulator, a multithreaded C++ application that handles the main game state as well as the pathplanners, which use graph searching and steering behaviours

FLAKES | http://github.com/sooryan/flakes

- A tiny 32 bit Kernel implemented in C
- It simply paints the screen a color of your choice and writes text to screen

INTO THE LABYRINTH | http://festember.com/~soorya

- A maze based video game built with HTML5 and JavaScript for Festember 2015, the national level cultural festival of NIT Trichy
- Received over 3,900 plays