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| Image result for university of victoria letterheadSunil **Kumar** | [*sunilkumarsheoran@gmail.com*](mailto:sunilkumarsheoran@gmail.com)  *+1-6043674432*  [linkedin.com/in/sunilkumarsheoran](http://www.linkedin.com/in/sunilkumarsheoran)  *ECS 412, University of Victoria,*  *Victoria, BC, Canada. V8P 5C2* |

I am a second-year master’s student at the University of Victoria with 3 years of full-stack software development work experience. I am seeking full-time opportunities to use my skills for the organization's success and learn new skills in cutting-edge technologies being used in the industry.

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| Education M.Sc. in Computer Science Expected Dec 2020University of Victoria, BC, Canada. Thesis: Deep Reinforcement Learning in games in self-play settings. B.Tech. in Information Technology May 2014NIT Durgapur, West Bengal, India. | Technical Skills   * Languages: Java, Python, JavaScript, SQL, C/C++, HTML5, Golang. * Tools & Frameworks: Git, PyTorch, REST, JSON, Google Web Toolkit (GWT), JDBC, Hibernate, Electron, AngularJS, Excel, JasperReports, Docker, Kubernetes, gRPC. * Concepts: OOPs, Data Structures, Machine Learning, Agile practices, Deep Learning. * Operating Systems: Windows and Linux. |

# Experience

## Teaching Assistantship / University of Victoria, Victoria, Canada. Jan 2019 – Aug 2020

### Conducted labs, exams and marked assignments for 300 level computer science courses(Database systems and Digital Logic).

## Technical Associate / Zillious Solutions, New Delhi, India. July 2018 – Dec 2018

### Developed a scalable workaround for size limitation of java enums with minimal changes in the application.

### Added support for customizable vouchers and integrated multiple payment gateways, including *Razorpay, Paytm,* etc.

### Integrated a pre-developed machine learning model into the application for finding duplicate hotels. Decreased the time for marking duplicate hotels by 90% in live search results for hotels.

## Software Developer / Drishti-Soft Solutions, Gurugram, India. June 2014 – Sep 2016

### Awarded with Excellence Award 2016 and won */tmp* 2014 a 10 days 24x7 coding event.

### Majorly worked on Ameyo Report, a GWT based front-end, and Jasper based backend; the work includes a new UI, backend enhancements, and automating the generation of *Transformers*, a data de-normalization component, by using EMF modeling.

### Increased performance for a major customer’s database server by 90% using table partition and multicolumn indexes.

### Increased performance of a statics managing component by 60% using soft references based cache for reflective calls.

### Developed a context-aware report designer with the Front-end based on GWT with data populating based on Eclipse Modeling Framework (EMF) model instances and outputs a proprietary file format (.drxml), which converted by the backend into a JasperReports based object. It was used to give demos to international customers as a future project.

### Created *Magic Numbers*: Predicts hardware requirements (CPU, RAM, and HDD) based on customer functional requirements.

### Created a report scheduler based on the Quartz library with support for centralized reporting and graphical reports.

### Delivered components for the automation of the collection process for an major Indian Bank. Implemented a fresh UI, Integrating Hitachi Content Platform (HCP) for report storage, created a custom SSO authentication server & various domain-specific features like *Centralized Exclusion*.

### Interviewed candidates, prepared questions, and did the training for new employees for the 2016 and 2017 hiring seasons.

## Software Developer Intern / Morphing Machines, Bangalore, India. June 2013 – Aug 2013

* Designed and developed the front-end interface for a research project called ‘Development of A Flexible Framework for A Network On Chip’. Research paper link - [git.io/Jen9l](https://github.com/Unimax/studentcorner/blob/master/VLSI2014Paper.pdf).

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| **Projects**   * **DOTA2 win prediction** ([git.io/JvB5P](https://github.com/Unimax/Dota-2-Draft-Based-Win-Prediction)): Fetch the data using Steam API, then did data transformation (one-hot encoding, etc.) and applied nine different machine learning algorithms (Logistic Regression, Ada Boost, etc.) to predict the winning team. * **Matchmaking for online multiplayer games** ([git.io/JenE4](https://github.com/Unimax/Matchmaking-for-online-multiplayer-games)): Created and deployed a working demo for ten-player deathmatch matchmaking server using docker images deployed on a single Kubernetes cluster on Google Cloud Platform and then analyzed the system using Grafana and Prometheus services. * **DQN agent for Coinrun** ([git.io/JvB5r](https://github.com/Unimax/coinrun-dqn-pytorch)): Implemented DQN and DoubleDQN algorithms from scratch to play the Coinrun game. * **College Study Point Website**: A web portal where students can upload documents and comment on them. |
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