Vishnu Prabhu T

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Experience

Software Engineer, Cognizant Technology Solutions   *Aug 2014-Aug 2016*

Ace Hardware

- Built dynamic web pages using MVC framework, jQuery and JavaScript for Ace Hardware.
- Deployed RESTful Web services for Ace Hardware to help with stock ordering on vendor sites.
- Created jQuery client-side scripts for autocomplete, capturing custom keyboard events, validation, date format and sorting using algorithms that retain order after grouping.
- Implemented asynchronous calls using AngularJS for posting data to back-end in large grid views.
- Designed and built secure RESTful API in ASP.NET Core for Ace Hardware's rewards program from scratch.

Front-End Developer Intern, RESA - Clemson University   *May 2017-Aug 2017*

American International Group

- Sharpened Django skills to create webpages from wireframes provided for company's portfolio site and used to React to build dynamic UI elements to highlight projects listed on page based on certain constraints.
- Built a web spider to retrieve links on the funding webpage and extract certain HTML nodes for data.

Graduate Research Assistant, Clemson University   *Aug 2017- May 2018*

Autonomous & Intelligent Transportation Vehicles Lab

- Developed robust Windows Application that preprocesses hundreds of data files for data analysis using SVM libraries for the Department of Transportation (SC) and produces excel output files.
- Visualized real-time speed profiles of autonomous vehicles using D3.js and ReactJS to show dynamic UI.
- Worked on AWS to host a dynamic website with Apache Kafka to visualize streamed JSON data.

Relevant Coursework

2D Game Development   *Aug 2017 -Dec 2017*

- Learned SDL 2.0 libraries in C++ with robust design patterns to create a 2D game in Linux.
- Gained sense of industry standard programming in C++ to avoid memory leaks, double free errors and canonical forms, memory management.

Linux Kernel Development   *Jan 2017-May 2017*

- Compiled a new kernel with new system calls and a custom Greedy Disk Scheduler. Developed a device driver for graphics card to render various shapes at user level using DMA buffer in Linux.

RC Racing Game Development   *Sep 2016-Nov 2016*

- Successfully developed a 3D game in Unity game engine with scripts coded in C#.
- Acquired critical understanding of modelling, coordinate systems and efficient programing.

Design & Analysis of Algorithms   *Jan 2018-May 2018*

- Advanced concepts for space & time complexity analysis in modern data structures with amortized time.

Technical Skills

Languages	–	C#, Python, C++, R
Frameworks	–	ASP.NET Core 2.0, Entity Framework, Django, Razor, LINQ, MVC
Web Frameworks	–	JavaScript, jQuery, React, React MDL, Bootstrap
Skills	–	Motion Design in CSS, Game Development, Algorithm Design, AWS
Tools	–	Unity3D, Xamarin, MS SQL Server, Visual Studio 2017, Telerik UI

Education

Clemson University, Clemson, SC   *May 2018*

Master of Science in Computer Science

Anna University, India   *May 2014*

Bachelor of Science in Computer Science and Engineering

Interests

- Avid user of leetcode and hackerrank to sharpen coding skills and to keep up with industry standards.