VIKKRAM VASUKI

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EDUCATION

University of Southern California   *Los Angeles, CA*
Master of Science in Computer Science (GPA: 3.67)   August 2017 - May 2019
- Courses: Machine Learning, Web Technologies, Natural Language Processing, Artificial Intelligence

PES Institute of Technology   *Bangalore, India*
Bachelor of Engineering in Information Science   August 2013 - May 2017
- CGPA 9.15 on a scale of 10
- Relevant courses: Advanced C++, Data Mining, Computer Networks, Operating Systems, Database Systems

TECHNICAL AND PROGRAMMING LANGUAGE SKILLS

- **Programming Languages:** C++, Python, JavaScript, Java, R.
- **Software and Programming Tools:** SQL, Scikit-Learn, Node.js, Angular, Android, AWS, Docker, Ubuntu.

PROFESSIONAL EXPERIENCE

Delphix   May 2018 - August 2018
- Developed a more reliable and scalable infrastructure for running browser automation tests using Docker.
- Researched and created infrastructure prototypes using cloud services such as AWS Fargate and Amazon ECS.
- Collaborated in an agile environment gaining considerable experience with containers as well as tools like JIRA.
- Created automated scripts to scale and configure the setup.

Streamoid Technologies   January 2017 - June 2017
- Worked on developing algorithms for increasing the efficiency of the "**Outfitter**" tool. The "**Outfitter**" is a personalization tool that recommends your outfit based on a machine learning algorithm..
- Achieved an improvement of around 10% on inputs which had a large number of parameters.
- Generated English representations corresponding to the outfit parameters using Natural Language Processing..
- Initiated and researched a FSM (Finite State Machine) based implementation for a notification system.

PROJECTS

- **Ezy-Search**
  - A website to search for travel and entertainment spots nearby, deployed on AWS. Developed an Android application incorporating the existing back-end code.
  - Incorporated Google and Yelp API's for geolocation, maps and gathering user reviews. Implemented back-end functionality in Node.js and designed the website using Angular and Bootstrap.
- **Fruit Rage**
  - Implemented an automated game playing agent in C++ to maximize the chances of winning a time constrained game similar to Candy Crush. Capable of exploring up to 9 moves ahead.
- **Hacktech 2018 - Marvel Chatbot**
  - Allowing kids to chat with their favourite Marvel superheroes using Microsoft and Marvel API's.
- **T-20 cricket predictor**
  - Determined the factors that can swing the outcome of a 20 over cricket match (T-20) in India's favour.
  - Utilized Python libraries in combination with R to create and clean the dataset.
- **Selfie Pay**
  - Developed an Android application for college students to facilitate easy and secure transactions.
  - Deployed a convolutional neural network model for the purpose of face authentication.

ACHIEVEMENTS

- Finished in the top 250 out of 1900 participants in a national coding contest conducted by *Cisco*.
- Ranked in the 94th percentile in *Hackerrank* coding contests out of more than 100,000 coders worldwide.