

VIKKRAM VASUKI

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EDUCATION

Master of Science in Computer Science | University of Southern California, Los Angeles, CA Expected May 2019

- **Courses:** Algorithms, Web Technologies, Information Retrieval, Machine Learning, Artificial Intelligence, Natural Language Processing, Data Mining. **Current GPA: 3.67**

Bachelor of Engineering in Information Science | PES Institute of Technology, Bangalore, India Aug 2013 - May 2017

- **Courses:** Database Systems, Data Mining, Advanced C++, Computer Networks, Operating Systems. **Final GPA: 9.15/10**
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TECHNOLOGY SNAPSHOT

- **Languages & Tools:** C++, Python, JavaScript, Java, R, Tableau, Jupyter Notebook, Eclipse (Java & C++), JIRA, GitHub
 - **Other Tools:** Node.js, SQL, AngularJS, Docker, Scikit-Learn, NLTK, AWS - Fargate & ECS
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PROFESSIONAL HISTORY

Software Engineering Intern, Delphix | Redwood City, CA May 2018 - Aug 2018

- Developed a 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 with nine other engineers to work in an agile environment that involved tools like Docker and JIRA.

Software Engineering Intern, Streamoid Technologies | Bangalore, India Jan 2017 - June 2017

- Worked on “**Outfitter**” - *a personalization tool to recommend outfits based on a machine learning algorithm*.
 - *Improved model accuracy* by ensuring that all inputs with a large number of parameters were factored into the model.
 - Generated English representations corresponding to various outfit parameters using Natural Language Processing.
 - Initiated and researched a Finite State Machine-based implementation for a notification system.
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PROJECTS

- **Ezy-Search**
 - *A website to search for travel and entertainment spots nearby*. Developed an Android application incorporating the existing back-end, and deployed on AWS.
 - *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 AngularJS and Bootstrap.
 - **Hacktech 2018 - Marvel Chatbot**
 - Allowing kids to chat with their favourite Marvel superheroes using Microsoft Cognitive Services and Marvel API's.
 - **Fruit Rage (as part of the Artificial Intelligence course)**
 - 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 nine moves ahead.
 - **T-20 cricket predictor**
 - *Applied Logistic Regression to determine the factors* that can swing the outcome of a T-20 Cricket match.
 - Used Python libraries in combination with R to create and clean the dataset.
 - Achieved an accuracy of 90% and utilized Tableau to visualize interesting patterns.
 - **Selfie Pay**
 - Developed an Android *application to facilitate easy and secure payment transactions* for college students.
 - Deployed a *Convolutional Neural Network (CNN) model for face-based authentication*.
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ACHIEVEMENTS

- Currently ranked in the 94th percentile in *Hackerrank* coding contests, out of more than 100,000 coders worldwide.
 - Finished in the top 250 participants out of 1900, in a national coding contest conducted by *Cisco* in 2016.
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