VIKKRAM VASUKI

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EDUCATION

University of Southern California   *Los Angeles, CA*
Master of Science in Computer Science (GPA: 3.5)   Aug 2017 - May 2019
- Courses: Web Technologies, Natural Language Processing, Artificial Intelligence, Analysis of Algorithms

PES Institute of Technology   *Bangalore, India*
Bachelor of Engineering in Information Science   *Aug 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, HTML, JavaScript, Java, R.
- **Software and Programming Tools:** Ubuntu, MySQL, CSS, Scikit-Learn, Numpy, Tableau, Node.js, Bootstrap.

PROFESSIONAL EXPERIENCE

Streamoid Technologies   *Jan 2017 - Jun 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.
- Collaborated on a regular basis with a team of fashion stylists and front-end developers.
- Involved in developing a FSM (Finite State Machine) based implementation for a notification system.
- Tasked with researching the application of 3-D models to improve the efficacy of shape recognition.
- Coded extensively in both C++ and Python.

ValueLabs   *Jun 2016 - Jul 2016*
- 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.
- Discovered a number of interesting patterns and visualized them with Tableau.
- Model developed using logistic regression had an accuracy of 92%.

PROJECTS

- **Selfie Pay**
  - Developed an Android application for college students to facilitate easy and secure transactions.
  - A convolutional neural network model was deployed for the purpose of face authentication.
- **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 upto 9 moves ahead.
- **Inference Engine**
  - Constructed a knowledge base representation and implemented first order logic resolution using Python.
- **Facial Authentication**
  - Conducted an intense analysis of different techniques for face recognition.
  - Published a paper titled "**Two Dimensionality Techniques for SURF based Face Recognition**" at the International Conference on Computational Modeling and Security (CMS 2016).
- **FIFA World Cup 2014**
  - Determined key players and events that influence the outcome of a world cup match using Java and SQL.

ACHIEVEMENTS

- Finished in the top 250 out of 1900 participants in a national coding contest conducted by *Cisco*.
- Won a certificate in a contest conducted by *CodeGround* after finishing 110/3500 participants.
- Ranked in the 94th percentile in *Hackerrank* coding contests out of more than 100,000 coders worldwide.