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## ABOUT

Multi-faceted, efficient and a reliable professional Q2014 - NOW MASTER OF SCIENCE - Computer Science with a diverse skill set and experience encompassing web development, software development and system administration. Seeking an internship opportunity as a computer science engineer.

## ACADEMIC PROJECTS

## FINANCE STOCK SEARCH APPLICATION (April 2014)

Developed a web and android application using JQuery and Ajax to interact with Java servlet (on Amazon AWS). Used Yahoo finance API and incorporated Facebook JavaScript SDK for 'share' feature.

# OS PROGRAMMING - WEENIX KERNEL (April 2014)

Implemented Process & Thread architecture with synchronization primitives and Virtual File System (VFS) for handling files/directories.

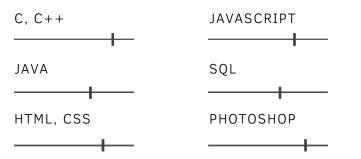
# ARTIFICIAL INTELLIGENCE - REVERSI GAME (October 2014)

Program that determines the best possible move for a player using adversarial search algorithms with positional weight evaluation functions.

# 3D GRAPHICS - SCREEN SPACE AMBIENT OCCLUSION (October 2014)

Extended GzLibrary to implement real-time screen space ambient occlusion, a technique developed for the 2007 video game Crysis, using the depth buffer.

### SKILLS



## **EDUCATION**

University of Southern California Los Angeles, California 90089

GPA: 3.54

Courses: Analysis of Algorithms, Web Technologies, 3D Graphics & Rendering Artificial Intelligence, Operating Systems, Information Retrieval & Search Engines.

# 2007 - 2011 BACHELOR OF ENGINEERING - Information Science and Engineering

Visvesvaraya Technological University

Karnataka, India 590014

Grade: First class with distinction

GPA: 72/100

Project: Job scheduling in a grid computing

environment

## **EXPERIENCE**

## O2014 - NOW GRADUATE ASSISTANT - The Graduate School Office of the Provost, USC

Web Developer for USC Graduate School web applications and Server administrator for USC Graduate School server and database infrastructure.

O2011 - 2013 ASSOCIATE SOFTWARE ENGINEER - CSC Computer Sciences Corporation India Pvt Ltd

> Application development and application patching, and automation of operations and maintenance of server infrastructure.

### **ACHIEVEMENTS**

**O**AUG 2012 RECOGNITION OF LEADERSHIP AWARD

RioTinto Wintel Team

Led development of application patches.

RECOGNITION OF OUTSTANDING WORK AND **O**JAN 2012 INNOVATION

Automation of operations and maintenance

of server infrastructure.