Adarsh B Shankar

Passionate about programming and solving problems in the real world

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EXPERIENCE

Katana Graph, Austin, TX — *Software Engineer I*

MARCH 2021 - NOV 2021

- Analyzing performance metrics with python scripts. Integrated and moved quality automation tests to Jenkins into the github CI/CD pipelines to improve testing and speeding up code integration.

- Engineered quality automation tests from github using Bash, Python with code coverage reports and automatically create tickets on Jira for engineers to test uncovered/untested code.

Mu Sigma, Bangalore, KA India — *Software Engineer Intern*

JUNE 2021 - OCT 2021

- Improved chatbot services with RASA for all MuSigma product questions to improve customer experience and increased user retention by 15%.

- Improved Query search times on Neo4j by restructuring databases and using faster search scripts in python and R .

MoneyTap, Bangalore, KA India — *Data Analyst Intern*

SEPT 2020 - MARCH 2021

- Developed scripts in python to implement a name and address matching feature on the platform to improve the customer verification process.

-Using FastAPI, integrated the above feature into the backend for all different platforms of the product to use. Increased customer verification process speed by 5%

EDUCATION

University of California, Irvine — *B.S Computer Science*
DEC 2021

Relevant Coursework:

↦ Algorithms ↦ Data Structures ↦ Optimization Intro

↦ Machine Learning ↦ Project in AI ↦ Graphical Models

SKILLS

Strong: Python, Java, C++, Bash, Git

Intermediate: R, MySQL, Julia, Jenkins, GCloud

Familiar: HTML, CSS, C, ReactJS, FastAPI, AWS, PyTorch

PROJECTS

Checkers AI: Implemented Monte-Carlo-Tree-Search in an agent to play Checkers.

Minecraft Agent: Used reinforcement learning to create an agent that farms different resources based on user input through the chat.

Crux Compiler: amet Consectetuer adipiscing elit, Sed diam nonummy

ML Classification: Tested different types of classifier models for Kaggle challenge to predict rainfall at a particular location. Final prediction score: 0.79

Graph Models: Used C++ to implement different types of random graph generators and analyze different algorithm performances.