

# KARTHIK ANANTHARAMU

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## WORK EXPERIENCE

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### **NetApp India Pvt. Ltd.**

July 2014 - August 2016

*Member Technical Staff I, Member Technical Staff II*

*Bangalore, India*

- Awarded with “Spot Award for Excellence” for improving the performance of filesystem recovery module by over 10%
- Developed the feature to restore WAFL filesystem to a previous consistent point in the event of a storage failure even if no backups exist
- Finalist, NetApp Hackathon 2015 - Demonstrated a way to generate kernel core-dumps without reboot and implemented an instantaneous bug-matching mechanism for the same. This idea was awarded 5th out of 162 entries.
- Identified the root cause of several file-system corruption cases and consequently fixed the bugs that caused it

## EDUCATION

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### **University of Massachusetts, Amherst**

*Current*

M.S. in Computer Science

Interested Specializations: Computer Graphics, Artificial Intelligence, Computer Vision

### **Bangalore Institute of Technology (Visvesvaraya Technological University)**

*July 2014*

B.E. in Computer Science & Engineering

Overall Percentage: 85.39%

- VTU Gold Medal for Academic Excellence - Secured highest marks in final year B.E. among more than 11,000 Computer Science students across the state
- Third Rank, Computer Science and Engineering - Secured third rank in B.E. Computer Science among students of more than 198 colleges of the state
- 1<sup>st</sup> rank in 4<sup>th</sup> and 8<sup>th</sup> semester, 2<sup>nd</sup> rank in 7<sup>th</sup> semester among all Computer Science students of the university

## ACADEMIC PROJECTS

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### **Amusement Park in OpenGL**

*September 2013*

This simulation of Amusement Park written in C/C++ consists of Roller-Coaster, Ferris Wheel and Ship-Ride.

More information: <http://akarthik10.github.io/amusement-park/>

Demo: [https://www.youtube.com/watch?v=7\\_Z5359IEVU](https://www.youtube.com/watch?v=7_Z5359IEVU)

### **Hand Gesture Recognition**

*April 2014*

A gesture recognition software using Computer Vision and Artificial Intelligence

More information: <http://akarthik10.github.io/hand-gesture/>

## OTHER ACHIEVEMENTS

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### **Finalist, Google Cloud Developer Challenge**

*January 2014*

Developed “Share and Smile” to allow non-profit sharing of usable items including food. This was one among the top 10 applications in not-for-profit category

More information: <http://gcdc2013-shareandsmile.appspot.com>

### **Finalist, J.P. Morgan Code for Good Challenge**

*June 2014*

Developed “Give India” - an application to detect fraudulent NGOs. This application as awarded as one among the top 6 entries from over 102 submissions

## PERSONAL PROJECTS

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### **Computer Graphics in OpenGL**

*June 2013 - July 2014*

Several Computer Graphics projects including Flappy Bird, Fish Aquarium Simulator, Bowling Game, LRU Algorithm Visualization, Spaceship Game and Helicopter Simulator written in C/C++ using OpenGL

More information: <http://akarthik10.github.io/personal-projects/>

### **Save to Google Drive**

*2013*

An extension for Mozilla Firefox to save web documents like images, text and videos directly to Google Drive. This extension was developed prior to the official Save to Drive application by Google.

### **MapMe**

*2012*

This application enables location tracking in phones without GPS by using cellphone triangulation.

### **PockIt**

*2014*

A Blackberry client for Pocket to save bookmarks and synchronize them across all devices

More information: Blackberry World

### **Omniscient (Web and Android)**

*2014*

A web application to answer user queries, using Natural Language Processing and Wolfram Alpha APIs.

More information: <http://omniscient-web.appspot.com/>

More information on personal projects: <http://akarthik10.github.io>

Github profile: <http://github.com/akarthik10>