

KARTHIK ANANTHARAMU

156H, The Boulders Apts., Brittany Manor Dr., Amherst, MA - 01002

kanantharamu@umass.edu

WORK EXPERIENCE

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

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
- 1st rank in 4th and 8th semester, 2nd rank in 7th semester among all Computer Science students of the university

ACADEMIC PROJECTS & ACTIVITIES

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

Tech Talk - Developing OpenGL Applications

November 2013

I presented this talk to the students of Computer Science Department of Bangalore Institute of Technology. This talk covered how to develop OpenGL applications from scratch and included a live demo.

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

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

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>