

ARCHANA SENTHILKUMAR

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EDUCATION

MS in Computer Science | University of California, Irvine | DEC 2018 | 3.8/4

BE in Electronics & Communication Engineering | College of Engineering, Guindy, Anna University | MAY 2015 | 8.66/10



SKILLS

Advanced

- Java, Python, C#
- Cassandra (NoSQL)
- JavaScript, HTML, CSS

Intermediate

- C/C++, RESTful Web services
- Docker, Dotnet, OpenXML
- Unity VR

Software and Tools

- Agile, Sprint Methodology
- Jenkins, Selenium
- Jira, Mercurial, Git



EXPERIENCE

Software Intern | NASA Jet Propulsion Laboratory | June 2018 – Present

- Prototyped a Sub-contract Generator microservice for JPL's Acquisitions Team using Dotnet, Docker, and OpenXML for Microsoft Word Document automation.
- Implemented a 360-degree video option on JPL's internal video sharing platform JPL Tube.

Software Engineer | Genesys Telecom Labs, Chennai, India | Sep 2015 - Aug 2017

- Took up end-to-end responsibility of the design, documentation and development of 4 features for Feature Server Product in Java (backend), Python, JavaScript (front-end), and Cassandra database based on requirements.
- Maintained the product's Jenkins CI server, developed Selenium tests to validate the Server UI and a Python script to simulate multiple phones initiating Bulk firmware upgrade using multiprocessing to test performance.
- Debugged and fixed issues including 4 Customer issues within the required time.



PROJECTS

Mobile Learning Technology | Oct 2018 – Present

- Reviewing Design guidelines, principles and existing Mobile Learning applications particularly in the field of AR and VR.
- Design and prototyping a mobile learning application in a field of choice with wireframes and screenshots.

Producer – Higher Education VR Experience | Apples and Oranges Productions | Jan 2018 – June 2018

- Led a team to 8 Developers, Artists and User Experience Designers to develop a Virtual Reality prequel experience for the new musical Higher Education using a continuous interactive music and narrative system for the Oculus Rift.
- Responsible for directing the narrative and interaction design, coordinating with the team and clients to communicate vision, ensured the development was on time and integrated scene layout and 3D Quill Animations using Unity VR.

Information Retrieval System | Jan 2018 – Mar 2018

- Developed an information Retrieval search system in Python which returned relevant documents from a database using tf-idf indexing methods and cosine similarities to search terms over a database of websites.

Rainfall Prediction Analysis | Oct 2017 – Dec 2017

- Implemented neural nets, decision trees, bag and boost ensembles, and SVMs after preprocessing the given data in Python.
- Obtained 80% accuracy of rainfall prediction on test data with Gradient Boost Decision Tree learner.

Benchmarking and Comparative Study of GPUs | Oct 2017 – Dec 2017

- Benchmarked GPUs of mobile, laptop and desktop computers for their performance in Graphics rendering, scientific computing, computer vision and compared their GPU profiles based on load percentage, frequency and power consumption.



LEADERSHIP EXPERIENCE

Teaching Assistant | University of California, Irvine | Sep 2017 – Present

- Responsible for grading and providing feedback on all assignments, essays, resumes, and other Professional writing.

Director of Contents | The Guindy Times (University Newspaper) | Mar 2014 – Mar 2015

- Led a creative team that managed newspaper and online content, and developed an online audience of over 10,000 people.

Event Director | Rotaract Club of CEG | Mar 2013 – Mar 2014

- Coordinated a charity concert that raised Rs. 12 lakhs (approx \$17000) in aid of the Haemophilia Society, Madras Chapter.