

# Karan Khanna

khanna2karan@gmail.com | Website

## EXPERIENCE

### SERVICENOW | SOFTWARE DEVELOPMENT INTERN

July 2020 – Oct 2020 | Hyderabad, IND

- Worked with core **ITSM** Team, ITSM BU of ServiceNow.
- **Developed features, fixed bugs** and **tested** parts of applications for the upcoming release.
- Explored **third-party APIs** for making future integrations.

### FINIQ | SUMMER ENGINEERING INTERN

Apr 2020 – June 2020 | Pune, IND

- Developed **Finance News Feed portal** based on daily Top Gainers, Top Losers and Top Volumes of Financial Instruments like US Stocks, NSE, FOREX and INDICES with **interactive graphs**.
- Applied **NLP** and various **Clustering Algorithms** to financial term sheets in order to build **quality-rich clusters**.

### IIT KHARAGPUR | UNDERGRADUATE RESEARCH INTERN

May 2019 – June 2019 | Kharagpur, IND

- Implemented **Graph-based Ranking Algorithms for Sentence Extraction**, Applied to **Text Summarization** to figure most important sentences from a given context.
- Developed **Image Recognition Application** using Convolutional Neural Networks.
- Using **Checkpoint/Restore feature of Docker**, developed feature for **dynamic deployment** of applications on Cloud Servers.

## PROJECTS

### THOUGHT-LOGS | BTP

Dec 2020 – Jan 2021

- A **blogging app** to let people post their thoughts, stories and opinion in rich-text-format.
- Powered by **Node server**, **MongoDB** database running at the server side.
- Developed a **classified section** for reading posts by their category.

### DARE TO PROXY! | BTP

Jan 2020 – Apr 2020

- Implemented a **YOLO(You Only Look Once)** based model to locate face of students based on **Face Recognition and Object Localisation**.
- Various conditions are considered like **low light scenarios, seating arrangement, body posture**, etc.
- The model is trained using transfer learning on a **hand-clicked dataset of IIIT classroom images** and achieved an **accuracy of 97.8 percent**.

### SIMON GAME | PERSONAL PROJECT

Dec 2019

- Developed a clone of **Simon Game**.
- Used pure JavaScript elements like **event-listeners**, etc. to trigger event based actions.
- A pure **Client-side Application**.

## EDUCATION

### IIIT PUNE

B. TECH. IN ELECTRONICS AND COMMUNICATION ENGINEERING  
2017-21 | Pune, IND  
Cum. GPA: 9.25 / 10

### DBM, AGRA

INTERMEDIATE, SCIENCE STREAM  
Class of 2017  
Aggregate: 85.6%

### DBM, AGRA

MARTICULATION  
Class of 2015  
Cum. GPA: 9.8/10

## SKILLS

**Lang:** C, C++, Python, JavaScript  
**WebDev:** Node, React, MongoDB, SQL  
**Tools:** git, Docker, heroku, MATLAB

## COURSEWORK

### ACADEMIC COURSES

Data Structures  
Analysis and Design of Algorithms  
Operating Systems  
Object Oriented Programming  
Probability and Stochastic Process  
Calculus

### EXTRA COURSES

- Machine Learning (-Andrew Ng)  
- Computer Vision (-Andrew Ng)  
- MERN Stack Development (-Angela Yu)

## EXTRA-CURRICULAR

- Web-Dev Club (*President*)  
- Mentor club members in web-dev  
- Blind Coding Event(*Organiser*)

## ACHIEVEMENTS

- Ranked in **0.7%** out of 1.3 million candidates in JEE2017

## LINKS

Github:// [karankhanna02](#)  
LinkedIn:// [karan-khanna-02](#)