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#### EDUCATION

<b>Hyderabad, India</b>	<b>IIIT Hyderabad</b>	<b>2012 – 2016</b>
<ul style="list-style-type: none"><li>• B.Tech in Computer Science and Engineering, GPA: 8.1.</li><li>• Undergraduate Coursework: Software Foundations; Data Structures; Algorithms; Artificial Intelligence; Operating Systems; Databases; Principles of Programming Languages; Computer Networks; Distributed Systems.</li></ul>		

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#### EMPLOYMENT

<b>SDE, Machine Learning (Contracted to)</b>	<b>Udemy, Inc.</b>	<b>August 2018 - Present</b>
Automated Q&A for high school students. <ul style="list-style-type: none"><li>• Improved classification algorithm by 7% accuracy by implementing a wide &amp; deep learning network and establishing new feature states.</li><li>• Responsible for pre-processing services that ingest, process and index using NLTK and spaCy.</li><li>• <u>Leveraged knowledge</u> in Machine Learning and Natural Language Processing using BigTable, TensorFlow, NLTK, and deployed model onto Google Cloud Platform (GCP).</li></ul>		
<b>Software Development Engineer</b>	<b>Qalaxia, Inc.</b>	<b>July 2016 - August 2018</b>
Full-Stack Development of Qalaxia.com. <ul style="list-style-type: none"><li>• Managed a team of four during the last six months and successfully tested using Jest and deployed nine iteration cycles to production. Secured funding from Udemy, Inc. during this time.</li><li>• Reduced page size by 1250% by modularising the codebase using Webpack generated chunks to facilitate on-demand loading.</li><li>• Implemented MurmurHash3 algorithm to save rich text draft states using JavaScript.</li><li>• <u>Leveraged knowledge</u> in JavaScript, Python utilizing AngularJS, Node.JS, Webpack, Gulp.</li></ul>		
<b>Software Engineering Intern</b>	<b>VMware, Inc.</b>	<b>May 2015 – July 2015</b>
Analytics Infrastructure. <ul style="list-style-type: none"><li>• Ported the analytics script from the remote machine to the client side in VMware Integrated OpenStack.</li><li>• Migrated late request calls in Horizon to use a new, simpler parallelization scheme using Python.</li></ul>		

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#### SOFTWARE PROJECTS

- **Match Prediction in Dota2** (2015) - Prediction model using random decision forests. Data collection using MongoDB & Steam Web API. Python.
- **Interactive Android Emulator** (2014) - Implemented remote framebuffer (RFB) using data exposed via ADB. Screenshot of the current state of the device is superimposed on interactive elements with ~50 FPS. JavaScript, Bash.

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#### ADDITIONAL EXPERIENCE AND AWARDS

- **1st Place, Interschool Quiz Competition:** Captained and won the MCQC quiz competition in which over 300 schools participated.
- **AIEEE:** Ranked 2112 out of ~1,100,000 students in AIEEE 2012.

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#### Languages and Technologies

- Languages: C++, C, JavaScript, Python, SQL, JavaScript.
- Libraries & Frameworks: TensorFlow, Keras, PyTorch, NLTK, spaCy, Webpack, Gulp, jQuery, AngularJS, Node.js.
- Database Systems: MongoDB, MySQL, BigTable.
- Version Control: Git, SVN.
- Infrastructure: Amazon Web Services (AWS), Google Cloud Platform (GCP).