

Prajeeth Emanuel

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EDUCATION

IIIT Hyderabad - B.Tech in Computer Science and Engineering

2012 - 2016

EXPERIENCE

Qalaxia, Inc — SDE

July - 2016 - PRESENT

- Worked on REST API interface of Qalaxia Connect Stack
- Modified Quill Rich Text Editor to create and math equations using MathQuill
- Modularised the codebase using Webpack generated chunks to facilitate on demand loading
- Raised & fixed various issues on [GoogleChrome/lighthouse](#) & [quilljs/quill](#)

VMware, Inc. — Software Engineering Intern - Analytics Infrastructure

May 11, 2015 - July 31, 2015

- Worked on one of the middle tiers of VMware Integrated OpenStack
- Migrated late request calls in Horizon to use a new, simpler parallelisation scheme

Teaching Assistant

- Computer Programming (Monsoon 2014)
- Software Engineering (Monsoon 2015)

Admin - Open Source Developers Group

- A group of Free and Open Source Software(FOSS) enthusiasts (Monsoon 2015 - Spring 2016)

Web Admin and Organiser - Felicity Threads

- Felicity Threads is the annual technical festival of IIIT Hyderabad (November 2014 - February 2015)

PROJECTS

Match Prediction in Dota2 — Spring 2015

- Prediction model using random decision forests
- Data collection using MongoDB & Steam Web API

Interactive Android Emulator — *Monsoon 2014*

- Implemented remote framebuffer (RFB) using data exposed via ADB
- Screenshot of current state of device is superimposed on interactive elements with ~50 FPS
- Actions (click/scroll/swipe) on device image in browser are transmitted back via ADB

Website Stability Score — *Spring 2014*

- Uses Selenium to load up a website under different user agents
- Generates a stability score following W3C and MDN CSS behaviour definitions

MyReddit — *Monsoon 2013*

- Created a website similar to reddit.com on Web2Py, allowing upvotes, downvotes, comments and posts

TECHNICAL SKILLS

- Programming Languages: Currently use JavaScript and Python. Previously C++
- Database Systems: Experienced with MySQL & MongoDB
- Libraries & Frameworks: jQuery, AngularJS, Node.js & Google App Engine
- Version Control: Git