Hilay Khatri
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Education

North Carolina State University
M.S. Computer Science
Aug 2011 to March 2013
GPA: 3.95

L. J. Institute of Engineering & Technology, Gujarat University
Bachelor of Engineering (Computer Engineering)
Sept 2007 to June 2011
Percentage: 80.13% (GPA: 4.0)

Experience

Software Engineer II, Cisco Systems Inc. Aug 2013-Present
Currently working as a member of NPU (Network Processor Unit) driver team, with focus on developing features and fixing bugs for Cisco IOS XR used by NCS 6000 and NCS4000 series routers.

Software Engineer, Riverbed Technology Inc. Apr 2013-July 2013
Developed features and improved existing UI of a product called VNE Server. JAVA was used to develop functionalities and Dojo for UI.

Graduate Research Assistant, NCSU Jan 2012-May 2012 & Aug 2012-Dec 2012
Worked under Dr. Christopher Healey to develop web based Geo-visualization that are cross browser compatible, can be accessed from any desktop and mobile devices without requiring any plugin installation. http://www.hilaykhatri.com/doc/ncbp.png and http://www.hilaykhatri.com/mmnc/index.html

Software Developer Intern, Red Hat Inc. May 2012-Aug 2012
Developed an application called "Gardenshift" on Red Hat's PaaS (OpenShift). The backend was developed using JAVA and MongoDB while frontend was developed using jQuery. The idea was to build an application that foster trading of vegetables among people and build networks of friends all over the world. Major Features like managing pictures uploaded by users, friend system, WallPost, Feedback System, Notification System, Private Messaging, and profile pictures were implemented using REST API framework. A demo of the application can be found at: http://gardenshift-khatri.rhcloud.com/

Project Trainee, Tata Consultancy Services Ltd. Jan 2011-Apr 2011
At TCS, I worked on developing shell scripts, automating data processing and developing tests cases for a new framework developed for an application.

Master's Thesis – Data Visualization using web technologies
http://repository.lib.ncsu.edu/ir/handle/1840.16/8393

Programming Skills and SDK Known
C, C++, Java, Object oriented JavaScript, JS optimization, Processing.js, HTML5 Canvas, SVG, CSS, Ajax, Shell Scripts, perl, OpenGL, OpenGL-ES, Android 2.3.3 SDK, XNA, XUL, awk, cscope, RESTful services (RestEasy Framework), JSON, XML, DHTML, PostgreSQL, MongoDB, YUI, jQuery, PHP, and D3 js, HighCharts library for data visualization with cross-browser and cross platform compatibility.

Integrated Development Environment (IDE) And Software's Known
Eclipse, NetBeans, Webstorm, Balsamiq Mockups, Visual Studio, gdb, Firebug, gVim, 3DS Max, Adobe Photoshop, VB 6 and MS Office.

Course Projects
a) Website on "L. J. Institute of Engineering & Technology" using Flash, JavaScript, XML, CSS and HTML.
b) Desktop application for "Library Management System", using Visual Basic 6.
c) Web Service, "TTSL-Btable", using Shell Scripts and JAVA which validates call management activities.
d) A Firefox add-on called "Suraksha" which helps in detecting phishing and man in the middle attacks, created using XUL and JavaScript.
e) Developed a game "Asteroid" with 3D objects using OpenGL and C++ in Visual Studio 2010.
f) Developed 3D asteroid game for Android 2.3.3 using OpenGL-ES.
g) Created a custom AI technique for Non-Playable Character in Starlight game.

Literature Survey
a) H. Khatri and V. Dodeja. Evolution of Design Patterns: Their Complexity and Usability. pp 12. 2011.

Courses Taken: Visual Interfaces for Mobile Device (A+), Game Engine Design (A+), Computer Graphics (A-), Computer Network Security (A), Software Engineering (A-), Game AI (A), Design and Analysis of Algorithm (A-).

Academic Honors
a) Dean's list in all semesters in undergrad.
b) Achieved Top honors for 4th Semester in Undergrad.