

Jayanth Katuri

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SKILLS

Code

JS (React, Node, Redux etc) • Python • C • Cpp • C# • bash • sql

Tools used/Worked with

git • ELK • Redis • Docker • Nginx • Linux • Cisco Packet Tracer • Kubernetes • AWS • Blender • Django • flask • Ionic • Unity 3D • MS Excel • Matlab • LaTeX...

Extracurricular

• Badminton (*Best Badminton Player of The Year 2016*) • Cricket • Volleyball • Dance (*1st in group dance category, Cult Night-IIIT 2015*)

LINKS

jayanthkaturi@github.com

EDUCATION

International Institute Of Information Technology

- Dual Degree Computer Science
- Dean's List (Monsoon - 2012)
- Merit List (Spring - 2015)

COURSES

- Statistical Methods in AI
- Advanced Computer Networks
- System And Network Security
- Distributed Systems
- Compilers
- Operating Systems
- Computer Programming

DE SHAW | SOFTWARE DEVELOPER

June 2018 – Present | Hyderabad, India

- Developer/Primary Maintainer for our team's code base (React-Redux UI + Python backend), some Ops tasks, co-ordinating with other teams for various aspects and other maintainance aspects.
- Interact directly with traders (offshore) for requirements and Mentoring/alloting projects to new team members.

SAMSUNG RESEARCH INSTITUTE | SOFTWARE RESEARCH INTERN

May 2017 – July 2017 | Bangalore, India

- Built a Fuzzy System in python to automatically rate a driver based on his driving skills.
- Developed a deterministic self-driving car simulator in Unity 3D game engine that simulates human driving in different weather conditions. This is used for data collection in environments that are difficult for the task in real life.

DEEPFENCE | DEVOPS INTERN

May 2016 – July 2016 | Bangalore, India

- Responsibilities include deploying, testing and debugging of different components related to micro-service architectures, distributed systems and data analytics tools.
- Evaluated/used various languages and frameworks best suited for the problem.
- Worked on a tool to identify vulnerabilities in docker images.

OTHERS | WEB APP DEVELOPER INTERN

Hyderabad, India

- Cracku (May 2015 – July 2015): Built apps in Ionic and Django.
- Fantasian (October 2014 – December 2014): NodeJs based application for monitoring a game.
- Mintables (December 2013): A PHP web application.

PROJECTS

- **DEEP REINFORCEMENT LEARNING AGENT** (Github)
A scratch implementation of the Deep-Q algorithm from the famous 'Playing Atari with Deep Reinforcement Learning' paper by DeepMind.
- **EMOTION DETECTION FROM FACIAL EXPRESSIONS** (Github)
A keras implementation of a kaggle challenge to detect emotions on a given human face. The accuracy obtained was 52.84% which is under top 15 of the public leaderboard when the competition was held.
- **TSUNAMI WAVE PROPAGATION** (Paper)
Matlab based tsunami simulator to estimate time to shore for a given origin point.
- **NGINX AUTH PROXY** (Github)
A python-flask based application for authentication of all services using nginx server.
- **DETECTION OF BUFFER OVERFLOWS IN BINARY EXECUTABLE (IA-32 AND x86-64)**
Used Pin Dynamic Instrumentation tool to detect overflows, not only on return addresses, but also on the variables present on the stack and heap.
- **COMPILER FOR DECAF USING FLEX AND BISON**