Jayanth Katuri

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EDUCATION

International Institute Of Information Technology
- Dual Degree in Computer Science (Expected April 2018)
- Dean's List (Monsoon - 2012)
- Merit List (Spring - 2015)

SKILLS

Programming
Python • C • Cpp • C# • JS/jQuery
Tools
Unity 3D • Redis • Blender
Docker • Nginx • Django • Ionic
Kali Linux • Angular JS • Matlab
Extracurricular
- Badminton (*Best Badminton Player of The Year 2016*) • Cricket • Volleyball
- Dance (*1st in group dance category, Cult Night-IIIT 2015*) • Guitar

LINKS

Github:// **jayanthkaturi**

COURSES

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

EXPERIENCE

SAMSUNG RESEARCH INSTITUTE | SOFTWARE RESEARCH INTERN

May 2017 – July 2017 | Banglore, India
- Built a Fuzzy System in python to automatically rate a driver based on his driving skills.
- Developed a deterministic self-driving car in Unity 3D game engine to assist data collection in environments that are difficult in real life.

DEEPFENCE | SOFTWARE DEVELOPER INTERN

May 2016 – July 2016 | Banglore, India
- Responsibilites include testing and debugging of different components related to micro-service architectures, distributed systems and data analytics tools.
- Wrote several lines of code in various programming languages based on requirements.
- Developed a golang based tool to identify vulnerabilites in docker images.

CRACKU | WEB DEVELOPER INTERN

May 2015 – July 2015 | Hyderabad, India
- Worked with Django framework and JQuery for web backend development and Ionic framework for the android application developement.
- Added and extended several features like user profile updates, CAT interfaces for website and app, referral systems, push notifications etc.

FANTASIAN | WEB DEVELOPER INTERN

October 2014 – December 2014 | Hyderabad, India
- Developed a server side nodejs application to manage a game right from the initial draws for the first round to the winner declaration in the final game.
- Used redis for maintaining scores and player information because of it's fast storage and retrievals operations.

PROJECTS

- **DEEP REINFORCEMENT LEARNING AGENT**
  A scratch implementation of the Deep-Q algorithm form the famous 'Playing Atari with Deep Reinforcement Learning' paper by DeepMind.
  Github Link
- **EMOTION DETECTION FROM FACIAL EXPRESSIONS**
  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 competiton was held.*Github Link*
- **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 PROGRAMMING LANGUAGE**
  Used flex and bison libraries to convert a decaf program into IR (Intermediate Representation).
- **PROXY SERVER**
  Socket programming project to design a proxy server.
- **WEBSITE FOR LIBRARY MANAGEMENT**
  A website developed in python to manage various operational aspects of a library.