

Jayanth Katuri

jayanth.katuri@research.iiit.ac.in | +91-8985747647

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 | Bangalore, 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 | Bangalore, India

- Responsibilities 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 vulnerabilities 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 development.
- 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 its fast storage and retrievals operations.

PROJECTS

DEEP REINFORCEMENT LEARNING AGENT

A scratch implementation of the Deep-Q algorithm from 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 competition 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.