



Karan Verma

*BTM Layout 2nd stage
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SUMMARY

I am a python developer with skills on frontend. I believe in writing clean semantic code as per the standards(swear by PEP8).

Craftsmanship with perfection is the most important aspect of my work. According to me work is done only when code is optimized to its best.

EXPERIENCE

Full-Stack Developer, Encyclokidia.com

Remote — Oct 2016-Present

Worked as Full-stack developer in building crawling infra from scratch which included building spider, data validation modules and data import modules. Currently encyclokidia spider crawls more than 10 website and fetch more than 30,000 events every week.

Currently taking care of entire tech stack at encyclokidia. Created additional feature in django admin to minimize operational team efforts.

- Build crawling infra from scratch also created more than 20 spider to crawl events from various website.
- Added new functionality in django to fulfil management team requirement.
- Helped CEO & CTO in tech recruitment by taking part in interview process.

EDUCATION

Hindustan University, Chennai
B.tech IT, 2015

Krishna Public School, DURG
Intermediate in Science 2009-10

LANGUAGES

Python, Javascript, C++, HTML5,
CSS3(SCSS),

FRAMEWORK, LIBRARIES AND DATABASE

Django, Scrapy, Redis, Angular.js,
Vue.js, Bootstrap, Flask,
SQLAlchemy, OpenCV, JQuery,
Processing.js, Wordpress, Joomla,
Arduino, Blender, Regex



Frontend Developer, Greedy Game Media

Bangalore — Aug 2016 - Oct 2016

As Front-End developer at greedygame my responsibility was to create interactive and engaging HTML pages and redesign publisher panel for publisher which help them to track their campaign performance.

Accomplishments

- Build interactive HTML interstitial Ad pages for brands like Zalora, One Plus and Pass-Pass.
- Redesigned Publisher Panel which was used by game publishers.
- Added google analytics across publisher panel to track user interaction.

Software Developer, Skoov.com

Bangalore — Dec 2015-June 2016

As a software developer at skoov.com my responsibility is to make Query processing better to deliver better search results. I also take care of website frontend which includes designing changes and performance optimization.

Real Time price update and Feature search modules are my major contribution which I have developed using TDD methodology.

Accomplishments

- Build module for Real-time price update across 25+ E-commerce website.
- Improved search result accuracy with 10% by improving heuristics.
- Build one of kind feature based search module which made electronics (laptop, mobile) feature like ram, storage, processor searchable.

Frontend Engineer, www.greedygame.com

TOOLS AND API

Google App Engine, Photoshop, Illustrator, SublimeText, Git, GitHub, Gitlab, Google Map Javascript API, Blender Python API, Twitter API

ACHIEVEMENT

Shortlisted for Harvard US-india Initiative 2015

University Level Math Quiz Winner 2014

Participated in INNOVATOR 2013 conducted by CII

Google App Development Challenge Ranked 25 in category

Participated in NASA Space Settlement Contest 2010

ACTIVITIES

Tech Lead, TEDxMambalam IIT Madras

Tech Lead, TEDxHindustan University

Organising Team Lead, IBNC with ACM & IIT Delhi

UI Designer and Developer Nuage (Department level symposium)



Bangalore — Aug 2016-Oct 2016

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Accomplishments

- hello

IEEE Student Member, Chennai Chapter

Member of GDG Chennai, Python User Group, JUG Chennai.

Volunteer, The Green Nest Chennai

PROJECTS

Game Vicinity, B.Tech final year project

Role — Architect, Developer

An racing game track generator which takes video input and generates 3D mesh of track which can be used in game engine to build games.

- Build it using OpenCV python Library and Blender python API
- Used Unreal Engine 4 as game engine .

Practo+, Sequoia Hack Submission

Role — Designer, Frontend Developer

Sequoia hackathon submission which was build within 24 Hrs

It was a search engine which searched doctors with specific specialization according to patient sickness symptoms.

- Build using Python and Practo API and Deployed in Google App Engine
- UI was designed using Photoshop and developed using bootstrap for rapid prototyping.



Ibn-Batuta, Google App Development Challenge Submission

Role — Architect, Developer

Ibn-Batuta was a webapp to share journey between friends and relatives, It ranked 25 in category.

- Build using python and deployed on Google App Engine.

