

Karan Shastri

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Research Interests: Machine Learning, HCI, Video Game Development

Education:

Alliance College of Engineering and Design, Alliance University, Bangalore, India (August 2013 - June 2017)

Bachelor of Technology in Computer Science and Engineering, CGPA: 79.76% (3.25/4.0) (6 Semesters cumulative)

Neerja Modi School, Jaipur, India (March 2009 – March 2013)

CBSE India Senior Secondary Class X and Class XII

Experience:

Indian Institute of Science (IISc), Bangalore, India (June 2016 - August 2016)

Materials Research Centre

Research Intern

- Designing and developing a Machine Learning Model to predict PBE bandgap values of semiconducting materials under the guidance of Dr. Abhishek Kumar Singh.
- Regression models used to design PBE bandgap prediction system, languages used: R and GNU Octave.

AIESEC, Bangalore (August 2014 - April 2015)

Team Member, Global Talent Organization

- Volunteer to organize and manage international exchange programs.

Projects:

Kinect Human Gesture Recognition (Ongoing)

- Software to learn human gestures and facial recognition through Deep Learning on Microsoft Kinect Sensor.

Online Quiz Application (January 2016)

- Designed and developed Java application for online quiz system.
- J2EE platform used with servlets to design question and answer system for faculty and students, Eclipse environment used.

Code Wars (October 2015)

- Organized and problem setter for 24 hour Star Wars themed hackathon, as part of Alliance University's annual technical festival "Converge".

Technical Skills:

Programming Languages: C, C++, Java, SQL, R, MATLAB, GNU Octave, HTML/CSS.

Software Tools: GitHub, Visual Studio, Eclipse, UNIX.

Extra Curricular Activities:

Project Roshni (January 2015)

- Volunteered to teach English language and importance of education to underprivileged children of rural Bangalore.

Workshops

- Participant at IIT Bombay Eureka 2013, and organizer of Cloud Computing and Big Data visualization IFC3 IIT Bhubaneswar 2015.

Online courses on Mathematical Philosophy (2015), Understanding Video Games (2014), Internet Technology and Security (2013), CCNA Routing and Switching (2016) from Coursera and CISCO.

Relevant Coursework:

Data Mining and Warehousing, Graphics, OS, Software Engineering, Compiler Design, Microprocessors, DBMS, Image Processing.