

Karthik Srinivasan

· SOFTWARE ENGINEER ·

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Education

University of Southern California

Los Angeles, US

MASTERS IN COMPUTER SCIENCE

May 2015

- Course Grader: Computer Graphics, and Introduction to Robotics
- App Developer (iOS/Web): School of Psychology

University of Edinburgh

Edinburgh, UK

BACHELORS OF ENGINEERING IN COMPUTER SCIENCE WITH HONORS

May 2012

- Consistent Performance Award from IBM for System Design Project 2011, Robotic Football
- Professional Member in British Computer Society

Experience

Imagination Technologies

Santa Clara, CA

SOFTWARE ENGINEER

July 2015 - Present

- Developed and maintained Buildbot/Jenkins service for FPGA emulation builds.
- Designed and implemented web based control center to manage FPGA emulation and platforms.
- Developed automation tools for emulation testing for MIPS based CPU.
- **Technologies:** Python, JavaScript, Python-Flask, NW.js, Buildbot, Jenkins

DreamWorks Animation

Glendale, CA

SOFTWARE ENGINEER INTERN

Sept. 2014 - Apr. 2015

- Developed automation and testing components in the pipeline for continuous integration and deployment.
- Developed tools to improve productivity and reliability.
- **Technologies:** C++, Python, Bamboo and Cassandra(CRUD)

Amazon Inc

Seattle, WA

SOFTWARE DEVELOPMENT ENGINEER INTERN

May 2014 - Aug. 2014

- Implemented a new Product scoping for sorting the item variations on Amazon Website.
- Designed and developed a new web-based servicing tool for our client.
- **Technologies:** Java, JavaScript, Spring MVC, DynamoDB and Amazon Internal tools

Technical Skills

Development Skills WebServices, RestAPIs, QA Automation, Scripting

Programming Languages Python, Java, C++, JavaScript, HTML

Software Suites MySQL, Buildbot, Jenkins, JS Frameworks, NW.js

Academic and Personal Projects

Cricketism Fantasy League, Chrome Extension

Los Angeles, CA

PERSONAL

Dec. 2015

- An extension for Chrome browser to calculate points for a fantasy league based on Cricket.

Trojan Run, a mobile based 3D game using Unity3D

Los Angeles, CA

GAME DEVELOPMENT, UNIVERSITY OF SOUTHERN CALIFORNIA

Jan. 2014 - Apr. 2014

- Designed and implemented a 3D game using Unity3D Engine.

Character Animation using Dual Quaternion Blending

Los Angeles, CA

COMPUTER GRAPHICS, USC

Feb. 2014

- Developed Animation System to compare linear weighted blending and dual quaternion blending techniques.

Pebble watch controlled device

Las Vegas, NV

PERSONAL, ATT HACKATHON

Jan. 2014

- Developed an application using which you can control appliances based on Pebble Watch, Freescale and ATT M2X.