

KARTHIK SRINIVASAN

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EDUCATION

University of Southern California, Los Angeles, CA

May 2015

Master's of Science in Computer Science

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

University of Edinburgh, Edinburgh, UK

May 2012

Bachelors in Engineering with Honours in Computer Science

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

WORK EXPERIENCE

Software Design Engineer, Imagination Technologies, San Jose, California

July 2015 – Present

- Designed and implemented web-based control center to manage FPGA emulation and platforms.
- Developed automation framework for emulation testing for MIPS based CPU.
- Developed and maintained Buildbot/Jenkins service for FPGA emulation builds.
- Increased the platform utilization by 75% and increased the throughput by 100%.
- Technologies: Python, JavaScript, Python-Flask, Buildbot, Jenkins

Software Engineer Intern, DreamWorks Animation, Glendale, California

Sept 2014 – April 2015

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

SDE Intern, Amazon, Seattle

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.
- The tool reduced the number of trouble tickets addressed to my team by about 70-80%.
- Technologies: Java, JavaScript, SpringMVC, DynamoDB and Amazon Internal tools

TECHNICAL SKILLS

- Development Skills: WebServices, RestAPIs, QA Automation, Scripting, Frontend
- Programming Skills: Python, Java, C++, JavaScript, HTML, SQL
- Software Suite and Databases: MySQL, Jenkins, Git, jQuery

RELEVANT PROJECT EXPERIENCE

Cricketism, API based web-server and Chrome Extension

Dec 2015

Trojan Run, a mobile based 3D game using Unity3D

Jan 2014 – Apr 2014

NFC based Attendance Monitoring System using Smart-phones

Nov 2013 – Dec 2013

Wireless Motion Sensing Gaming Joystick

Sept 2011 – Jan 2012