

Karthik Srinivasan

· SOFTWARE ENGINEER ·

San Jose, California, USA

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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 DESIGN ENGINEER

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

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 of animation validator suite.
- **Technologies:** C++, Python, 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.
- The tool reduced the number of trouble tickets addressed to my team by about 70-80%.
- **Technologies:** Java, JavaScript, Spring MVC, DynamoDB and Amazon Internal tools

Technical Skills

Development Skills WebServices, RestAPIs, QA Automation, Scripting, Frontend

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

Software & Technologies Buildbot, Jenkins, Git, jQuery, Flask, SQLAlchemy

Academic and Personal Projects

PERSONAL

2015	Cricketism Fantasy League , Web server hosted on AWS to manage the Fantasy League	Los Angeles, CA
2015	Cricketism , Chrome extension to scrape and calculate points for Fantasy League	Los Angeles, CA
2015	ATT Hackathon , Pebble Watch controlled IoT Device using ATT M2X and Freescale	Las Vegas, NV

ACADEMIC

2014	Trojan Run , Mobile game developed using Unity3D	USC, CA
2014	Dual Quaternion Character Animation , Animation system to compare blending techniques	USC, CA
2014	Taptastic , NFC based android application	USC, CA
2012	Dynamic algorithm visualizer , Honors Project	UoE, UK
2012	Wireless Handheld Motion Joystick , Speckled Computing	UoE, UK
2011	Crab-bot , Autonomous Football robot based on Lego Mindstorm	UoE, UK