

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

### ACADEMIC

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