

Kartik Garg

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EDUCATION

INTERNATIONAL INSTITUTE OF INFORMATION TECHNOLOGY

B.TECH. IN COMPUTER SCIENCE
May 2020 | Hyderabad, India

HOPE HALL FOUNDATION SCHOOL
CBSE SENIOR SECONDARY
May 2015 | New Delhi, India

COURSEWORK

UNDERGRADUATE

Natural Language Processing
Statistical Methods in AI (ML)
Artificial Intelligence
Data Structures
Operating Systems
Algorithms
Introduction to Databases
Database Systems
Computer Networks
Graphics
Digital Signal Analysis and Application
Structured Systems Design
Computer System Organization
Digital Logical Processing
Formal Methods

SKILLS

TOOLS TECHNOLOGIES

Python, C/C+, JavaScript, Linux,
Operating Systems, Trading Systems,
HTML, CSS, Bootstrap, Django, Ruby,
Ruby on Rails, Flask

INDUSTRY KNOWLEDGE

High Frequency Trading, Algorithmic
Trading, Object-Oriented Programming,
Data Analysis, Machine Learning,
Computer Networking

EXPERIENCE

SOFTWARE DEVELOPER INTERN AT PLUTUS RESEARCH

1) Developed a virtual National Stock Exchange(NSE). The exchange used multiple sockets to connect to clients and received TCP requests and send back responses.

Technologies Used : C++,OOPS,Socket Programming

2) Developed a tool to analyze how market/exchange latencies vary with days,stocks,time etc. Wrote MySQL wrapper function in C++ for querying the database. **Technologies Used** C++,MySQL Connectors

3) Bash Scripts for automation of data transfer between remote servers
May 2019 - July 2019

INTERN AT CHEMBID

Developed a website for Chembid company using which buyers can buy raw products for medicines. **Technologies Used** Django, Python , MySQL

Aug 2017 - Dec 2017

PROJECTS

LANGUAGE IDENTIFICATION ON CODE-MIXED DATA.

Oct 2018

A Machine Learning Model that uses KNN and Random-Forest Classifier to separate sentences based on the language.

PREDICTION MODEL FOR EMPLOYEE'S BEHAVIOUR

January 2019

Implemented a decision tree classifier for predicting the nature of the employee given input attributes

Made as a college project under Professor Ravi Kiran.

IDENTIFICATION OF POTENTIAL CUSTOMERS FOR THE BANK

January 2019

A Machine learning model that uses naive bayes and linear regression for finding potential customers for the bank.

Made as a college project under Professor Ravi Kiran.

ULTIMATE TIC-TAC-TOE BOT

March 2018

Game bot made using artificial intelligence Uses min-max algorithm and alpha-beta pruning .

Made as a college project under Professor Praveen Parchuri.

HTTP PROXY SEVER

Sept 2017

Multi-threading capable program written in Python which proxies HTTP requests and forwards them.

It also supports simple caching of requests.

WEBGL INFINITE TUNNEL GAME

Mar 2016

JavaScript Game that leverages WebGL and OpenGL concepts such as shaders to render a fun gameplayable here.

Made without using any helper libraries such as ThreeJS.

LINUX SHELL

Oct 2017

Bash like shell for Linux, with support for piping and redirection, written in C using system calls.