KARTIKEYA KANDULA
SOFTWARE ENGINEER

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EDUCATION

University of Michigan
Computer Science Engineering 2020
GPA: 3.7
University Honors (every semester)
Dean's List (every semester)

EMPLOYMENT

JPMORGAN CHASE   Chicago, IL
Incoming Technology Analyst Intern   Jun 2018

DELTA DENTAL OF MICHIGAN   Okemos, MI
Lead Programming Intern   May 2017 to Aug 2017
Led a team of seven programming interns as we worked on the company's Business Rules Integrated Development Environment.
Implemented a single sign-on process using LDAP for the claims processing engine.
Added critical features to the rules editor that had been requested by business end-users such as the ability for clients to view and edit rules from multiple rule stores simultaneously.
Converted the client desktop application over from Swing to JavaFX
Added the ability for users to dynamically change their permissions while within the application

PRETIUM ANALYTICS   Lansing, MI
Part-Time Programmer   Jul 2016 to Current
Worked on Business Analytics Framework that incorporates analytic strategy, implementation planning, implementation, and operation. It is a flexible and technology agnostic framework.
Built company website using HTML/CSS and Javascript.

DELTA DENTAL OF MICHIGAN   Okemos, MI
Programming Intern   Jun 2016 to Aug 2016
Worked on the Business Rules Integrated Development Environment.
Located missing dependencies and fixed sources of error in the code base caused by upgrading to the current version of XStream.
Moved the installation flow away from DeployDirector, a tool that was no longer supported, to the more flexible Launch4J.
Implemented a process to refresh the JTree whenever a change is made to an open rule store in order to keep the JTree in sync with the server.

ACTIVITIES

TREBLE (INTEGRATED MUSIC PLAYER) · Swift Application Development
Developing an iOS application that will allow users to create and listen to music playlists across the music streaming services Soundcloud, Spotify, and Apple Music. I am working with three other students from the University of Michigan and we are using Apple's MusicKit, Spotify iOS SDK, and the SoundCloud API. We expect to have a beta version of the application up on the App Store by July 2018.

EECS 203 · Grader
Grader for a discrete mathematics course that is required for all students within the Electrical Engineering and Computer Science Department.

MHACKS X Hackathon

UM::AUTONOMY – · AI Team and Business Team
AI Team: Developed a path planning algorithm for the U:M Autonomy roboboat to use in the "Find the Path" segment of the AUVSI Roboboat Competition last year. Overall, we placed top ten in the nation while competing against teams of graduate students and professionals. This year I am in charge of developing algorithms to detect numbers from images, triangulate the location of pingers, and identify whether an object is a buoy, dock, or some other object. Along with these tasks, I am working with two other members to develop a full boat simulation in an existing game engine that can simulate our boat movement and sensor data in a virtual world.
Business Team: In charge of social media accounts. Involved with creating sponsorship packets and reaching out to companies for funding.

MPOWERED ENTREPRENEURSHIP · Tech Team
Support student ventures and help to foster a sense of entrepreneurship on campus. As part of the tech team, I maintain the organization's website and provide technical assistance to each of the other subteams.

JP MORGAN AND CHASE CODE FOR GOOD · Hackathon
Developed prototype social media application for use by underprivileged Chicago Public Schools middle schoolers to use to display achievements and keep parents updated on school events. Developed the application using Bootstrap, JQuery, Python Flask, and MySQL

SKILLS

Java, C++11, Python, Swift, UNIX/Linux, Matlab, R, HTML/CSS, Javscript, Latex