

Keval Khara

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EDUCATION

Master of Science in Computer Engineering

Expected Jan'19

College of Engineering, Boston University, Boston, USA

- Coursework: Algorithms (CS 330), Artificial Intelligence (CS 640), Machine Learning (CS 542), Cloud Computing (EC 528), Product Design (EC 601), Design by Software (EC 602), Computer Engineering Fundamentals (EC 605)

Bachelor of Engineering in Electronics and Telecommunication

July'13 - June'17

Shah & Anchor Kutchhi Engineering College, University of Mumbai, Mumbai, India

EXPERIENCE

Software Development Engineer, BU Spark!, USA

Jan'18 - Present

- Developing a Recommender System for a Social Interior Design Company called Printz (<http://www.printzdesigns.com/>)

Research Assistant, Boston University, USA

Dec'17 - Present

- Working with Dr. Renato Mancuso on developing an Autonomous Race Car. My research and contributions are primarily related to the Computer Vision principles involved in Autonomous Vehicles

Embedded Software Intern, Eduvance, India

June'16 - July'16

- Assisted in developing customized solutions for projects on Embedded Systems and Internet of Things, worked on Linux OS and used C++ as the programming language. Contributed to the projects using the ARM mbed platform
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PROJECTS

Big Data Containers

Feb'18 - Present

- Building an Open Service Broker for the Open Dataverse API on the Massachusetts Open Cloud (MOC) to enable analytics jobs on OpenShift to consume data from Dataverse

Network Visualization for Big Data

Feb'18

- Built a web application using JavaScript, HTML5 and CSS for better visualizing and managing a complex network of nodes within a large dataset. Came in 2nd Place at MIT CAVE Lab Hackathon 2018

3-D Gesture Controlled Game Against AI

Nov'17

- Developed a 3-D gesture controlled game in 12 hours at HackWITus 2017, using Unity Game Engine and Myo armband. The Myo armband is used to move and attack the AI bots using different hand gestures. AI bots are programmed to constantly search for the player to attack using Predictive Modeling and Pathfinding Algorithms

Local Social Networking Android Application

Oct'17 - Nov'17

- Developed an Android application for social networking using Google's Firebase and Android Studio. This application is essentially useful for events and advertisements. Used Open Data to display valuable information to the users about the neighborhood. Sorted the events according to the preference of the users for better user retention

Face Recognition and Verification Software

Oct'17

- Developed a web application at BostonHacks Fall 2017, which successfully detects and recognizes a person's face and displays information about the person from the database. Integrated the OpenCV library in the back-end of our website which was developed using HTML, Django and MySQL
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TECHNICAL SKILLS

- **Languages:** Python, C++, Java, JavaScript, SQL, C#, HTML5, PHP, CSS, Assembly, Verilog
 - **Frameworks:** AWS, OpenShift, Android Studio, Hadoop, MySQL, MATLAB, ReactJS, Microsoft Visual Studio, .NET
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POSITIONS OF RESPONSIBILITY

- **Educator** at Jayantilal Municipal School, taught computer basics and Microsoft Office Applications. Introduced the students to programming languages like C++ and Python
- **Event Manager** at the Undergraduate College of Engineering, organized and managed various events like Robotics, C++, Python, Java Programming Workshops, tournaments for Soccer and Cricket during college festivals. Directed a team to work under rigid deadlines