Keval Khara

Boston, MA 02215 || +1(857)-800-5579 || kevalk@bu.edu
Website: http://www.kevalkhara.com || LinkedIn: https://www.linkedin.com/in/kevalkhara || GitHub: https://github.com/kev5

EDUCATION

Master of Science, Computer Engineering **Sept'17 - Jan'19**
Boston University, Boston, USA **GPA**: 3.67/4.0

- 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, Electronics and Telecommunication **July'13 - June'17**
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/), to revamp their E-commerce platform for increasing sales and better customer retention
- Building a website for an upcoming venture aimed at motivating children as well as adults to pledge to a healthier and a sustainable lifestyle

Research Assistant, **Boston University**, USA **Dec'17 - Present**

- Working with Dr. Renato Mancuso on developing an Autonomous Race Car. Primarily focused on developing new algorithms for Computer Vision involved in Autonomous Vehicles, to address the current safety concerns

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

PROJECTS

Big Data Containers **Feb'18 - Present**

- Building an Open Service Broker for the Dataverse API on the Massachusetts Open Cloud (MOC) to enable Big Data Analytical applications 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, managing and analyzing 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
- Configured the Myo armband to move and attack the AI bots using different hand gestures**,** and programmed the AI bots 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, to address the need for a new platform for local 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

TECHNICAL SKILLS

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

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 Undergraduate College of Engineering, organized and managed various events like Robotics, Java Tutorials, tournaments for Soccer and Cricket during college festivals. Directed a team to work under rigid deadlines