

# KARRI SAI SATISH KUMAR REDDY

COMPUTER SCIENCE AND ENGINEERING ♦ BTECH 4Y

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## EDUCATION

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<b>Bachelor Of Technology In Computer Science And Engg</b> Indian Institute of Technology,Kharagpur, CGPA: 9.08/10.00	July 2015 - present
<b>Intermediate Education, Class XII</b> Narayana Junior College,Andhra Pradesh, 97.4%	June 2013 - April 2015
<b>SSC, Class X</b> Pragathi Little Public School,Andhra Pradesh, 9.7/10.0	March 2012 - March 2013

## WORK EXPERIENCES

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<b>Software Engineering Intern , Intuit</b> <i>Aurora Adaptor</i>	May 2018 - July 2018
<ul style="list-style-type: none"><li>· Involved in design and development of a module called adaptor which consumes data from Aurora mysql database instances using Debezium,a kafka connect based platform.</li><li>· The designed Adaptor was fault tolerant,highly available and can be used for any mysql database.</li><li>· Used SMT to convert the consumed data to required schema and pushed to kafka in real time.</li></ul>	

## PROGRAMMING ACHEIVEMENTS

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Stood **52nd** in **ACM-ICPC(2018) Online Qualifiers** and qualified for the Amritapuri Regionals  
Ranked **83rd** in the **Amritapuri onsite regionals** of ACM ICPC 2018.  
Runner-up in the event **SourceCode**, held in Kshitij 2018, IIT Kharagpur  
Bagged 3rd position in **CodersBit** conducted by InterviewBit among all students of IIT Kharagpur  
Stood 81st in **CodersBit Finale** conducted by InterviewBit among the top 1200 finalists.  
Qualified for the **SnackDown 2017 Online Elimination Round**(pre-final) by competing with 3300 teams

## ACADEMIC ACHEIVEMENTS

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Secured 8th Rank in JEE ADVANCED 2015 in OC-PH category.  
Secured 1st Rank in JEE MAINS(B.Tech) 2015 in OC-PH category with a percentile of 99.33.  
Secured a rank of 662 in APEAMCET 2015 in General Category.

## SKILLS AND EXPERTISE

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<b>Languages</b>	Fluent in C, C++ : Experienced in Python,Java
<b>Tools/Libraries</b>	Experienced in TensorFlow, Git, NumPy, Pandas, MySQL, AWS, Docker, Kafka, Confluent, Android Studio, Django

## ACADEMIC PROJECTS

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<b>Memory Resident Unix like File-System</b> <i>Operating Systems Lab</i>	March 2018
<ul style="list-style-type: none"><li>· Implemented a memory resident Unix-Like file system (MRFS) supporting multiple users that can be accessed using a library of APIs in C.</li><li>· The APIs include all the standard unix file operations,copying files between the file system and PC file system and dumping it to PC file system and restoring from it etc.</li></ul>	

## Transport Wrapper *Networks Lab*

March 2018

- Implemented an modular Transport layer wrapper on top of unreliable UDP protocol for reliable data transfer using socket programming.
- Implemented flow control, congestion control following various optimizations like slow start, fast recovery, fast retransmission over UDP services.

## Motion Clustering *Bachelor Thesis*

March 2018 - Present

- Implemented a model to cluster similar motion frames in a dance video and obtained an accuracy of 80%.
- Used **Dynamic Time Warping**(DTW) for measuring similarity between two motion frames and **Spectral Clustering** for clustering them.

## Amazon Outlivers *Intelligent Game Design*

Sep 2017 - Nov 2017

- Developed a 3D survival game with Unity using various AI techniques to generate intelligent behaviors in non-player characters (animals).
- Implemented path planning using A-star,priority based blending of steering behaviours,movement algorithms like seek,flee,wander etc and collision avoidance using ray casting.

## Ray Tracing on triangle meshes *Computer Graphics*

March 2018 - April 2018

- Generated an animated GIF by using ray tracing on the objects in the scene while rotating them smoothly.
- Implemented Ambient,Spherical,Diffuse Illuminations along with shadows for realistic effect.

## OTHER PROJECTS

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### FightForge , Smart India Hackathon *Fake currency notes detector*

March 2019

- Developed an android app which uses Image Processing to detect whether the note was fake or real which bagged first prize at Smart India hackathon.
- The user can upload the currency note pic and the app would verify its authenticity using 25 features extracted from front and rear side of the currency note.

## COURSEWORK INFORMATION

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<b>Completed</b>	Algorithms*, Software Engineering*, Operating Systems*, Computer Graphics*, Computer Networks*,Machine Learning,Intelligent Game Design, Compilers*, Computer Organisation and Architecture*, Discrete Structures,Parallel Algorithms, Cryptography
<b>Ongoing</b>	Distributed Systems, Cloud Computing, Educational Data Analytics.
<b>Online</b>	Machine Learning (Coursera), App Development(Udacity).

\* marked courses had a laboratory component as well

## LINKS/HANDLE

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Codechef : ksskreddy2015

Hackerrank : Namakian

Linkedin : Satish

Github :ksskreddy