

KARRI SAI SATISH KUMAR REDDY

COMPUTER SCIENCE AND ENGINEERING ♦ BTECH 4Y

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EDUCATION

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

WORK EXPERIENCES

Software Engineering Intern , Intuit <i>Aurora Adaptor</i>	May 2018 - July 2018
<ul style="list-style-type: none">· 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.· The designed Adaptor was fault tolerant,highly available and can be used for any mysql database.· Used SMT to convert the consumed data to required schema and pushed to kafka in real time.	

PROGRAMMING ACHEIVEMENTS

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

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

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

ACADEMIC PROJECTS

Memory Resident Unix like File-System <i>Operating Systems Lab</i>	March 2018
<ul style="list-style-type: none">· Implemented a memory resident Unix-Like file system (MRFS) supporting multiple users that can be accessed using a library of APIs in C.· 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.	

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

In-tweeto-lysis , Intuit *Intuit interns' hackathon*

July 2018

- Implemented an ML Model which classifies the real time tweets on intuit into different teams to which it is most suited with an accuracy of about 90%.
- Used sentimental analysis to get the most negative tweets so that the respective team can be alerted.
- Generated a real time piechart which depicts the statistics of negative and positive tweets each team got.

COURSEWORK INFORMATION

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

* marked courses had a laboratory component as well

LINKS/HANDLE

Codechef : ksskreddy2015

Hackerrank : Namakian

Linkedin : Satish

Github :ksskreddy