Luv Agarwal

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Professional Experience

2016 Dec -   **Software Developer**, *GoLive*, Hyderabad.
- An intelligence engine for answering general to very specific analytics questions.
- Recommendation engine.
- A high performance web UI using ReactJS.

2014 Sep-Nov   **Software Developer**, *Imaginate*, Hyderabad.
- Implemented major components of back end using Django.
- Database optimization, tracking system and an interactive analytics dashboard.

2015 July-Sep   **Software Developer**, *Connaizen*, Remote.
- Responsible for building interactive analytics dashboard with charts, graphs and ajax powered reports.
- Extended existing REST API and integrated the calls with analytics dashboard.

2015-2016   **Open Source**.
- *Mozilla* - 10 patches submitted, 32 comments made, 3 bugs filed, 11 bugs poked.
- GreenNav *webapp*, *maps*, *api* - made 17 commits.
- *SymPy* - 3 patches submitted.

2015 Aug - .   **Researcher**, *CSTAR, IIIT-Hyderabad*.
- Working on Retrieving and Routing Quantum Information in a Quantum Network using non-maximally entangled states.
- Analyzed patterns for state variation while traversing the network.

Projects

2016 Feb-Apr   ***Dialog Engine***, *Prof. Vasudeva Varma*.

A bot designed to understand and respond to e-commerce products related enquiry questions. Built query classification and response system, and a website with back-end in Flask.

2016   ***Wikipedia Search Engine***, *Prof. Vasudeva Varma*.

Built a search engine on complete Wikipedia Data dump with fast search. Optimized index using various techniques and data-structures including inverted index.

2015-2016 **_Machine Learning Algorithms_**.

Implemented various machine learning algorithms including Neural Networks, SVM, Linear regressor/classifier, PCA, LDA, Decision Tree, Markov Localization and Kalman filter. Hands on experience with deep-learning frameworks.

2016 **_Fruit Ninja_**.

Built a web clone for a famous Android game named Fruit Ninja. Game is multi-platform, built using PixiJS, written in ES6 in a modular approach. Game has fairly complex animations.

2015 Sep-Nov **_C Shell_**.

Linux shell written in C with support for piping, redirection and background execution.

2016 **_Proxy Server_**.

Developed a lightweight http proxy server in Python.

2016 **_Terrorist Detection_**.

Implemented paper titled "Computing Optimal Monitoring Strategy for Detecting Terrorist Plots" using Python and CPLEX library.

2015-2016 **_Linux Time Tracker_**.

Linux shell based tracker with hierarchical classifiers, real-time notifications and whatsapp forwarding system using Python, Bash, Linux run-levels and lock unlock routines.

2016 **_Ubiquitous Hunt_**.

A Linux shell utility which eliminates the need to pass complete paths in linux shell commands built using shell scripting.

2014 **_Carrom OpenGL_**.

Implemented a customizable 2 player carrom game in OpenGL.

Skills

Proficient Python, Javascript, Django, Django Rest Framework, Linux, Git/Hg, PIXI.js, NoSQL, MySQL, C, C++, Typescript

Intermediate Bash scripting, PHP, HTML5, CSS, Google Polymer, React, Redux, Flask, OpenGL, PostgreSQL, MongoDB, NumPy, Sklearn, Matlab

Education

2013–2018 **B-tech in Computer Science + MS in Computational Natural Sciences**, _IIIT Hyderabad_.

Achievements, Extra Curricular Activities

○ First position and only coder to complete all three questions in Microsoft coding contest.
○ Teaching volunteer at _Ashakiran_
○ Scored 247/360 in AIEEE, India's one of the most prestigious exam (Top $< 0.5\%$)