

# 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**, *Imagine*, 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.

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## 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.
- 2015-2016 **Music Recommendation System.**  
Implemented item based collaborative filtering with multiple similarity measures.
- 2016 **Fruit Ninja.**  
Built a web clone for a famous Android game named Fruit Ninja. Game is multi-platform, built using PixiJS, ES6 with 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, whatsapp forwarding and real-time notifications 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.

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## 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

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## Education

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

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## 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%)