Luv Agarwal

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Professional Experience

2017 May-Jul   **Software Developer**, *Nexon America*, Remote.
- Built a microsite for the latest Nexon game, LawBreakers, with million+ users.
- Designed a single page sequential story telling framework using React.
- Built a real time image recognition (sky detection) system for Google street view.

2016 Dec -   **Mentor & Software Developer**, *GoLive, CIE*, Hyderabad.
- Mentored a team of 3 developers in building monetization framework for games based on customized offer generation depending on individual player's parameters.
- Built an intelligence engine for answering general to specific analytics questions.

2014 Sep-Nov   **Software Developer**, *Imaginate Software Labs*, Hyderabad.
- Built a SAAS based web application for virtual apparel fitting system.
- Designed a tracking system and an interactive analytics dashboard.

2017 Jan-Apr   **Teaching Assistant**, *IIIT*, Hyderabad.
- This course aims to discuss the fundamentals of the state-of-the-art information security protocols.

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

2015-2016   **Open Source Contributor**.
- *Mozilla*, *GreenNav*, *SymPy* - 13 patches submitted, 17 commits made, 3 bugs filed, 11 bugs poked.

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

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 Flask based website.

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	**_Music Recommendation System_**.
	Implemented item based collaborative filtering with multiple similarity measures.
2016	**_Terrorist Detection_**.
	Implemented paper titled "Computing Optimal Monitoring Strategy for Detecting Terrorist Plots" using Python and CPLEX library.
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.
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.

Skills

Proficient	Python, Javascript, Django, Django Rest Framework, Linux, Git/Hg, PIXI.js, NoSQL, MySQL, C, C++, Typescript, React, Redux
Intermediate	Bash scripting, PHP, HTML5, CSS, Google Polymer, 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

- Teaching Assistant for Principles of Information Security course.
- Teaching volunteer at _Ashakiran_
- Teaching volunteer at _STEP_
- Scored 247/360 in AIEEE, India's one of the most prestigious exam (Top $< 0.5\%$)

Relevant Courses

Statistical Methods in AI, Information Retrieval and Extraction, Optimization Methods, Principles of Information Security, Introduction to Game Theory, Machine Learning, Mobile Robotics, Advanced Computer Networks, Technology Product Entrepreneurship, Software Engineering, Digital Logic and Processors, Algorithms, Computer System Organization.