# **JOHAIL GERARD**

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#### **EXPERIENCE**

### Dialog Axiata PLC Software Intern

## June 2021 - Aug 2021

♥ Colombo, Sri Lanka

#### **Geographical Mapping Phase**

- Developed Python software with GeoPandas to map citizens to the nearest COVID vaccination centers across Sri Lanka
- Building the back-end for an API that facilitated this mapping.

#### **Route Mapping Phase**

- Optimized route mapping algorithms to reduce travel time (Djikstra's), enhancing the efficiency of the nationwide vaccination campaign.
- Worked closely with a small team and two supervisors, with oversight on code and progress, as part of a private company commissioned by the government to create the software

### Hindustan Unilever Intern - Predictive Inventory Forecasting

May 2024 - Aug 2024

Mumbai, India

### **Cloud Computing Optimizations**

- Led advanced cloud computing optimizations for ML-based prediction system
- Drastically reducing costs (by about 65%) by implementing spot VMs, innovative startup scripts and optimized scheduling of system operations.
- Conducted thorough research on forecasting models (Naive Bayes, SARIMA, RNNs and CNNs) for inventory stocking
- Enhanced predictive accuracy (by around 3%) through model and EDA changes

#### **Project Involvment and Communication**

- Played a key role in workshops by proposing and implementing data segmentation strategies to efficiently test hypothesized performance improvements; streamlined operations
- Coordinated closely with the design team, co-founders, manager, and stakeholders on a weekly basis to ensure project success.

### **PROJECTS**

# johailg2/Chess-Engine Chess Engine w/ GUI [C++ & Python]

May 2024 - Ongoing

#### **Chess Board Representation & Evaluation**

- Implemented efficient chess board representation using advanced data structures (BitBoards and Zobrist Hashing) for rapid state evaluation and move generation (Lookup Tables and Magic Numbers!!).
- Implemented search algorithms (min max with pruning) including null move pruning and other optimizations to improve engine performance.
- Implemented custom evaluation functions, including piece-square tables and mobility heuristics, to dynamically assess board positions.
- Optimized the engine's performance by integrating material, positional, and structural evaluations for both middle and endgame phases.
- Currently working on ML based algorithms for learning on GM games for better performance.

#### **GUI**

• Created a playable GUI utilizing pygame which enabled click and drop movement of pieces.

### johailg2/Wireless-RC-Car Wireless RC Car [C]

- Designed and built a wireless vehicle control system using two Arduinos, XBee RF modules, and a custom motor controller.
- Coded from scratch to enable real-time control of vehicle movement with PID control and braking via RF communication.

### **EDUCATION**

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- Computer Engineering Major
- Math and Micro-Economics Minors

## **ACHIEVEMENTS**

- Dean's List: Fall 2023
- Accepted into HKN, ECE Honour Society

### OTHER EXPERIENCE

### Eta Kappa Nu (HKN) Active Member

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**Q** Urbana, USA

- Active member of the IEEE-Eta Kappa Nu (HKN) honor society, contributing to community service projects, professional development activities
- Tutoring peers on classes such as Discrete Structures and Analog Signal Processing
- Led midterm review sessions for Eta Kappa Nu (HKN) at UIUC, providing academic support and in core engineering and computer science courses.

### **RELEVANT COURSEWORK**

- Data Structures, Machine Learning, Parallel Programming
- Graph Theory, Number Theory, Abstract Linear Algebra
- Analog Signal Processing, Digital Signal Processing, Digital Systems\*
- Int. Microeconomic Theory

### OTHER PROJECTS

### **Automatic Light Switch [C]**

- Designed and built an automatic light switch for my room; utilized two SONAR sensors for detecting enter-exit actions
- Coded from scratch to flick servo motors up and down to mechanically turn light switch on and off

### **SKILLS**



\*These are currently being studied and will be completed by the end of this semester.