

# Nikhil Sreekumar

651-307-3997 | [nikhs247@gmail.com](mailto:nikhs247@gmail.com) | [linkedin.com/in/sreekumarnikhil](https://www.linkedin.com/in/sreekumarnikhil) | [github.com/nsreekum](https://github.com/nsreekum)

## EDUCATION

<b>University of Minnesota</b> <i>Doctor of Philosophy in Computer Science</i>	MN, USA Aug. 2019 – Nov 2025
<b>Birla Institute of Technology and Science</b> <i>Master of Engineering in Computer Science</i>	RJ, IN Aug. 2014 – May 2016
<b>TKM College of Engineering</b> <i>Bachelor of Technology in Computer Science</i>	KL, IN Aug. 2010 – May 2014

## EXPERIENCE

<b>Undergraduate Research Assistant</b> <i>Texas A&amp;M University</i>	June 2020 – Present College Station, TX
<ul style="list-style-type: none"><li>Developed a REST API using FastAPI and PostgreSQL to store data from learning management systems</li><li>Developed a full-stack web application using Flask, React, PostgreSQL and Docker to analyze GitHub data</li><li>Explored ways to visualize GitHub collaboration in a classroom setting</li></ul>	
<b>Information Technology Support Specialist</b> <i>Southwestern University</i>	Sep. 2018 – Present Georgetown, TX
<ul style="list-style-type: none"><li>Communicate with managers to set up campus computers used on campus</li><li>Assess and troubleshoot computer problems brought by students, faculty and staff</li><li>Maintain upkeep of computers, classroom equipment, and 200 printers across campus</li></ul>	
<b>Artificial Intelligence Research Assistant</b> <i>Southwestern University</i>	May 2019 – July 2019 Georgetown, TX
<ul style="list-style-type: none"><li>Explored methods to generate video game dungeons based off of <i>The Legend of Zelda</i></li><li>Developed a game in Java to test the generated dungeons</li><li>Contributed 50K+ lines of code to an established codebase via Git</li><li>Conducted a human subject study to determine which video game dungeon generation technique is enjoyable</li><li>Wrote an 8-page paper and gave multiple presentations on-campus</li><li>Presented virtually to the World Conference on Computational Intelligence</li></ul>	

## PROJECTS

<b>Gitlytics</b>   <i>Python, Flask, React, PostgreSQL, Docker</i>	June 2020 – Present
<ul style="list-style-type: none"><li>Developed a full-stack web application using with Flask serving a REST API with React as the frontend</li><li>Implemented GitHub OAuth to get data from user's repositories</li><li>Visualized GitHub data to show collaboration</li><li>Used Celery and Redis for asynchronous tasks</li></ul>	
<b>Simple Paintball</b>   <i>Spigot API, Java, Maven, TravisCI, Git</i>	May 2018 – May 2020
<ul style="list-style-type: none"><li>Developed a Minecraft server plugin to entertain kids during free time for a previous job</li><li>Published plugin to websites gaining 2K+ downloads and an average 4.5/5-star review</li><li>Implemented continuous delivery using TravisCI to build the plugin upon new a release</li><li>Collaborated with Minecraft server administrators to suggest features and get feedback about the plugin</li></ul>	

## TECHNICAL SKILLS

**Languages:** Java, Python, C/C++, SQL (Postgres), JavaScript, HTML/CSS, R  
**Frameworks:** React, Node.js, Flask, JUnit, WordPress, Material-UI, FastAPI  
**Developer Tools:** Git, Docker, TravisCI, Google Cloud Platform, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse  
**Libraries:** pandas, NumPy, Matplotlib