

# RAGAVENDRAN BALAKRISHNAN

www.linkedin.com/in/ragavendranb  
https://github.com/ragabala

Masters in Computer Science  
Applying for Full Time opportunities may'19

[rbalakr2@ncsu.edu](mailto:rbalakr2@ncsu.edu)  
+1 919-6077385

## Education

**NC State University**, Raleigh, North Carolina

Aug 2017 – May 2019

· MCS · **4.0 GPA** · ODD · AI/ML · CG · Networking · Game Engines · Operating Systems

**Amrita School of Engineering**, Coimbatore, India

Jun 2010 – Jun 2014

· Bachelors in Tech., Computer Science · GPA 8.82/10 (Distinction + 1st class)

## Experience

**Automation Quality Engineering Intern at Red Hat Inc**, Raleigh

May 2018 – present

- Contributed to Open Source 'Pulp Project' QE framework - Pulp Smash
- Created a end-to-end CI framework for image provisioning and running jenkins jobs.

**Software/QA Engineer at Cisco Systems**, Bangalore

Jul 2014 – Jul 2017

- Designed Automation Scripts(browser and data quality automation) and frameworks for quality checks of various products developed in Cisco services.
- Developed Web App aiding in tracking defect metrics

**Software Developer Intern at Cisco Systems**, Bangalore, India

Jan 2014 – Jul 2014

- Simulated real world IOT devices that interact via REST calls, thus enabling scalability check of an IOT App Manager.

## Expertise and Skills

- Certified Java Programmer
- Certified SysAdmin ( RHCSA certified)
- Web Technologies (HTML. JS. jQuery. CSS. )
- Python
- Automation/Manual testing (Selenium. TestNG. Rest API Testing. Protractor JS., py.test)
- DevOps - Ansible, Jenkins, Docker
- C/C++/Ruby + Rails
- Spring MVC, Hibernate, Maven
- GIT / SVN
- SQL / Mongo / Neo4J (Graph)
- OpenStack, Glance APIs
- Agile Methodologies

## Projects

- |                  |                                     |  |
|------------------|-------------------------------------|--|
| <b>Redhat</b>    | <b>Pulp Project</b>                 | <i>Contributed to Open Source Pulp Project (<a href="http://pulpproject.org">http://pulpproject.org</a>) QE Automation</i>   |
|                  | CI                                  | Provisioned jenkins slave nodes using disk image builders/ OpenStack plugins   |
|                  | Fips                                | Worked on configuring FIPS in remote nodes using Ansible and testing pulp in FIPS environment.   |
| <b>Cisco</b>     | <b>Cisco Support Page (CSC)</b>     | Cisco external forum for customers to share ideas through blogs, discussion, documents and other contents. Validated the forum through selenium automation                           |
|                  | <b>Metrics DashBoard</b>            | <i>Developed web dashboard that graph out the perceived quality of multiple products</i>   |
|                  | <b>SCIM</b>                         | Tested the quality of data that is extracted from customer cases which are used for analysis. Used Graph database- "Neo4j" for the same.   |
|                  | <b>Support Tools</b>                | <i>Automated testing for various support tools - BSRD, BugPreview, SCM (HRM tool), ZBL, TechZone</i>   |
|                  | <b>IOT App Manager</b>              | <i>Simulated multiple IOT (Internet of Things) devices using asynchronous event handling mechanism for testing scalability of another product that manages apps in these devices</i> |
| <b>Masters</b>   | <b>Kernel Modules</b>               | Created kernel modules for scheduling threads and allocating memory for tasks in a OS containers.  |
|                  | <b>Poverty-Prediction</b>           | Created several machine learning models for analyzing household condition in the Costa-Rican region to predict families with absolute need of help.                                  |
|                  | <b>Car Rental Application</b>       | Using Ruby + Rails developed a webapp for managing, reserving and checking out Cars from various outlets   |
|                  | <b>Centralized Peer to Peer</b>     | <i>Created a centralised file sharing app layered on TCP/IP using python sockets.</i>  |
|                  | <b>Game Engine</b>                  | Created a Java Processing based Game Engine design and used it to create various games.  |
|                  | <b>RL game bot</b>                  | Created a Reinforcement Learning based Game Bot using python gym and openAI libraries.   |
| <b>Bachelors</b> | <b>Sketch Based Image Retrieval</b> | <i>Image Processing project that is done to retrieve real images based on sketch images given as inputs. Used in matching criminal photographs using facial composite sketches</i>   |