

Rahul Chaudhary

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SUMMARY OF SKILLS

LANGUAGES/Frameworks

Experience in:

JavaScript • HTML5 • CSS • JQuery
Node.js • Express • Java • SQL • XML
MongoDB • Python • C • C++ • Verilog
Flask • PHP • MySQL • Google Datastore
Racket/Scheme • C# • SCOPE

TOOLS

LaTeX • Eclipse • Sublime • GitHub
SVN • Linux • GameMaker • Unity

EDUCATION

UNIVERSITY OF TORONTO

B.Sc IN COMPUTER SCIENCE

Expected May 2017 | Toronto, ON

Cumulative GPA: 3.77

Conc. in **Artificial Intelligence**
and **Web Development**

Dean's Admission Scholarship

Dean's List (1st, 2nd and 3rd Year)

Department of C.S. Ambassador

LINKS

Github:// [rahulch95](#)

LinkedIn:// [rhlcy](#)

My Page:// [rhlcy.com](#)

COURSEWORK

UNDERGRADUATE

Operating Systems
Design (UX and UI)
Computer Networking Systems
Visual Computing
Neural Nets
Artificial Intelligence
Visual Computing and Graphics
Algorithm Design and Analysis
Functional Programming
Data Structures and Analysis
Computational Theory
Software Design
Software Tools (Unix and C)
Relational Algebra and Databases

EXPERIENCE

MICROSOFT | SOFTWARE ENGINEER INTERN | REDMOND

May 2016 – Current

- Built and contributed to tools in the Business Data Insights team by collecting, visualizing and analyzing telemetry data.
- Wrote optimized SCOPE (C# and SQL) queries to work on massive amounts of data on Cosmos (Microsoft's Big Data Platform).
- Created self-updating visualizations and collected actionable insights to increase customer retention.

WEPAY | SOFTWARE ENGINEER INTERN | PALO ALTO

May 2015 – August 2015

- Created data signals used for fraud detection purposes by recording and gathering huge amounts of data from APIs and databases.
- Built a industry level RESTful service as well as a front-end UI that uses the RESTful service, to be used by Risk Analysts and the machine learning model to gain more information about current customers.
- Reduced database load by building a data pre-aggregating system.
- Fixed and optimized several different sections (front-end and back-end) of the code base.

UNIVERSITY OF TORONTO | STUDENT RESEARCHER | TORONTO

May 2014 – August 2014

- Student Researcher at University of Toronto as part of the selective research opportunity program testing effects of complexity of controls on a visually impaired gamer.
- Coded an audio game from scratch in less than 8 weeks independently.
- Went through multiple processes of testing the game, during and after, its development on visually impaired people.

PROJECTS

LIFETEXTS | NODE.JS AND EXPRESS

UofT Hacks 2015

- Developed an app to gain access to data like weather, news, directions, nearby places, stocks etc. without the use of the Internet (using text messages).
- Built the server that replies to the texts with the right information by using a combination of web parsing and some APIs.

TEXTSHARE | NODE.JS, JQUERY, MONGODB, SOCKET.IO, EXPRESS

Personal Project

- TextShare is an online collaborative real time code editor where people can code together. I developed both the front end and back end for this personal project.
- TextShare runs using Node.js, socket.io and mongoose combined with the Ace Editor API.
- Made the app efficient using the diff tool, only sending to the server what is needed while reducing the server-load.