

Amit Raul

75 Peterborough Street Apt. 609, Boston, MA 02215

857-234-1954

raul.am@husky.neu.edu

 [raulamit](#)

 [raulamit](#)

Education

Northeastern University, Boston, MA

(Sept. 2016 – Jul. 2018)

Master of Science, College of Computer and Information Science

GPA: 4.0/4.0

Relevant Courses: *Programming Design Paradigm, Artificial Intelligence, Algorithms, Machine Learning, Mobile Application Development, Computer Systems, Data Mining Techniques*

National Institute of Technology, Nagpur, India

(Aug. 2010 - May 2014)

Bachelor of Technology, Electronics & Communication Engineering

GPA: 7.4/10.0

Relevant Courses: *Operating Systems, Computer Architecture*

Work Experience

SmarterTravel, a TripAdvisor Company | Software Engineer Coop

Boston, US | (May 2017 – Dec. 2017)

- Developed bidding and budgeting logic for TripAdvisor's brands in Facebook, Google, Gemini ad platforms.
- Created tools for the marketing team to launch multiple campaigns and submit customized manual bids for Facebook and Google ad platforms thereby saving 2-3 hours of the team's time daily.
- Designed a tool to create Facebook catalogs from multiple backing TripAdvisor feeds to save 6-8 hours of development time every week.
- Implemented code to facilitate tracking of ad conversions and commission cost for an affiliate platform.

Tesco Technology | Software Engineer

Bangalore, India | (Jul. 2014 - May 2016)

- Built a Java application that consolidates retail products from different data sources into a NOSQL server.
- Created a Dropwizard REST client that provides easy retrieval and field level filtering of JSON documents with a response time of less than 10 ms.
- Developed an Elasticsearch based search application that facilitates the retail website with product searches over 30 million products using keywords in 5 different languages.

Technical Skills

Programming: Java, JavaScript, Android SDK, SQL, Scala, Go, Python, Racket, C

Software: IntelliJ, React JS, Spring, Eclipse, Git, Gradle, Maven, MATLAB, PostgreSQL, Jira, Ansible, Jenkins, Rundeck

Projects

Akka Based Web-framework

(Nov. 2017)

- Created a web-framework in Scala that facilitates easy multithreading configurations and a performance better than multithreaded flask server.

Circles: A Game With Purpose

(Apr. 2017 -May. 2017)

- Designed a multiplayer Android game that test a user's pattern matching skills while labeling a patient's health data.
- Demonstrated a novel way of representing accelerometer data as gradient circular pattern.

Multiplayer Word Game

(Mar. 2017)

- Built a multiplayer word game for Android with synchronous as well as asynchronous game modes using firebase messaging service.

Road Trip Planner | Sparta Hack

(Jan. 2017)

- Built an android application that gets natural features at a radius of user specified distance and plans a trip to that location while suggesting top-rated point of interests, restaurants and gas stations on the route.

Pac-Man AI

(Sept. 2016 – Dec. 2016)

- Created an artificial intelligence for Pac-Man (in python), allowing it to win the game against ghost while eating all the food pellets to win the game.

Algorithms Used: BFS, DFS, A star Search, Minimax, Expectimax, Q-learning, HMMs, Dynamic Bayes Nets.

Awards and Accomplishments

- Won Hackathon at SmarterTravel for creating a messenger bot to book flights using BookingBuddy's metasearch.
- Awarded first prize at GE Aviation hackathon, 2017 for automating their invoice generation process.
- Won hackathon in Tesco. Created an app for multi-buy promotions that could replace the legacy system.