RISHABH KUKREJA

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⚲ https://rishabh-kukreja.github.io/

EXPERIENCE

Quality Verification Data Scientist
Electronic Arts

📅 Sept 2019 — Dec 2019   📍 Edmonton, Canada

– Research work to understand the codebase, requirements and the problem of predicting bugs. Extracting bug-fixing commits data to generate a model to find out the bug-inducing commits

– Backtracking the bug life cycle to find out the root cause and labeling those commits as bug inducing.Used the Elasticsearch to improve the quality of the code by giving recommendations

Data Scientist
Canadian Internet Registration Authority

📅 May 2019 — Aug 2019   📍 Ottawa, Canada

– Successfully changed the database and data warehouse architecture and migrate to the cloud. Built the Data Lake in AWS

– Used Oracle SQL Developer for database management on-premise data.Contributing ideas as a member of an agile development team

Teaching Assistant
University of Ottawa

📅 Jan 2019 — April 2020   📍 Ottawa, Canada

– Java Programming

– Discrete Structure

Augmented Reality Developer
Technical University of Sofia

📅 June 2016 — Aug 2016   📍 Sofia, Bulgaria

– Led the team and developed an augmented reality application in Unity

– Managed and designed the augmented models, Developed C Scripts

– Worked on Android Development, Built and deployed Pokémon Wiki Augmented Reality Android App

PROJECTS

1. Stock market prediction and classification using machine learning and data mining concepts.
2. Understanding and predicting the causalities in a terrorist attack using various machine learning models.
3. Sorting Visualizer with different sorting algorithms.
4. Image Classification Tasks using CNN - Classifying the images into multiple categories based on the output
5. Sentiment Analysis on Twitter Posts using machine learning
6. Rigid body simulations using blender
7. Spam Classification of Emails - Classifying the given set of emails, using the bag of words and natural language processing to determine whether a mail is a spam or ham
8. Augmented Reality Game and Apps Development - Using Unity3D, Vuforia, and Apple ARKit to develop many games such as Zombie Shooter, AR Pokémon Wikipedia, and AR Solar System
9. Analyzed Technical Debt in various python and java projects using SonarQube and TeamScale

EDUCATION

Masters of Computer Science
University of Ottawa

📅 Sep 2018 - Apr 2020 📍 Ottawa, Canada

- International scholarship 4K CAD
- CGPA - 9.17/10
- Won 1st prize in CanDev Hackathon organized by Government of Canada

Bachelors in Technology in Computer Science
GGSIP University

📅 May 2014 - Jul 2018 📍 Delhi, India

- Grade - A

PROGRAMMING

Python   ●●●●●○
Java   ●●●○○
C/C++   ●●●●○
R   ●●●○○

TECHNICAL SKILLS

- Machine Learning: supervised, unsupervised, computer-vision, object detection, image classification
- ML Libraries – Pandas, NumPy, Matplotlib, SciPy, Scikit-Learn, Seaborn, Pickle, TensorFlow, Keras
- Data – Apache Spark, Hadoop
- Web Technologies: HTML, CSS, JavaScript, Django, Restful API, Ajax
- Cloud - AWS EC2, Athena, S3
- Other: PyCharm, Jupyter, Unity, GIT, Perforce, Eclipse, SQL,Pentaho Data Integration, Qlik, Tableau, Terraform, Elasticsearch,JIRA, Confluence

SOFTSKILLS

Team Work   Agile   Scrum

Observant   Responsible

Hard-Working

LANGUAGES

English   ●●●●●
Hindi   ●●●●●
French, *Learning*   ●○○○○