**Rishabh Kukreja**

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**LinkedIn Profile**: [linkedin.com/in/rishabhkukreja/](https://www.linkedin.com/in/rishabhkukreja/) **||** **Github Profile**: github.com/rishabh-kukreja

**Portfolio:** https://rishabh-kukreja.github.io/

**EDUCATION**

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| **Degree** | **University** | **Duration** |
| **Master of Computer Science**  Major: Computer Science | **University of Ottawa**  Ottawa, ON, Canada  Current GPA = 9.4/10 | 2018 – 2020 |
| **Bachelor of Technology**  Major: Computer Science | **Guru Gobind Singh Indraprastha University**  New Delhi, India  Grade - A | 2014 - 2018 |

**WORK EXPERIENCE**

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| **University of Ottawa**  Ottawa, Canada  Position: Teaching Assistant  (January 2019 – April 2020) | * Taught Object oriented Java Programming to 1st year students * Lecturing, grading, proctoring, Aiding Students in Problem Solving and program debugging |
| **Electronic Arts Inc. (EA)**  Edmonton, Canada  Position: Quality Verification Data Scientist  (September 2019 – December 2019) | * 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 |
| **Canadian Internet Registration Authority (CIRA)**  Ottawa, Canada  Position: Data Scientist  (May 2019 – September 2019) | * 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 |
| **Technical University of Sofia**  Sofia, Bulgaria  Position: Software Developer  (June 2016 – July 2016) | * Managed and designed the augmented models, Developed C# Scripts. Learned and explored Unity Environment * Worked on Android Development, Built and deployed Pokémon Wiki Augmented Reality Android App |

**SKILLS**

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| **Technical Skills** | * Programming Language: C++, Java, Python, R, C# * Machine Learning: Pandas, NumPy, Matplotlib, SciPy, Scikit-Learn, Seaborn, Pickle, TensorFlow, Keras * Data – Apache Spark, Hadoop * Web Technologies: JavaScript, HTML5, CSS3, Django, Restful Web Services, Ajax, JQuery, NodeJS, ExpressJS, ReactJS * Testing – JUnit, Selenium, Cucumber, Google Test, TDD * Other: PyCharm, Jupyter, Postman, Unity, Unreal, GIT, Eclipse, Oracle SQL Developer, MySQL, MongoDB, Pentaho Data Integration, Qlik, Tableau, Terraform, Elasticsearch, MS Office, SCRUM, Agile Methodology, JIRA, Confluence, Perforce, AWS EC2, Athena, S3 |
| **Communication Skills** | * Effectively wrote several project reports and documents using various software such as Microsoft Word and Microsoft Excel to format documents, spreadsheets, tables, and graphs * Gave presentations to various stakeholders including the head members of Tech Council of Electronic Arts * Presented concepts and reports to groups of 45-50+ peers using Microsoft PowerPoint to organize the information * Gave Lecture to a class of 100+ students |

**DEVELOPED FOLLOWING PROJECTS**

* **Object Detection for Autonomous Vehicles –** Performed traffic-sign detection using Faster R-CNN and Yolov3
* **Adventure Exploring FPS –** Developed an exploring first person shoot game using C++ and Unreal engine
* **Sorting Visualizer –** Visualize the sorting algorithms using pygame library in python
* **Tetris game –** A vanilla javascript and HTML application game along with CSS styling
* **Candy Crush -**  An interactive web application game using JavaScript
* **Weather Widget –** A web based application using React and JavaScript that displays the current weather report of the your city
* **Understanding and predicting the causalities in a terrorist attack** using various Machine Learning models – Understood and predicted the causalities and various factors associated with in order to minimize those factors. Statistical tests were also carried out to better understand these models
* **Sentiment Analysis on Twitter Posts using Machine Learning** - Extracting the data from twitter and using the methods of tokenization and bag of words, determining the sentiment of the people
* **Malware Detection using Machine Learning** - Extracting the malware from open source and using feature extraction to create the feature set and then identifying and classifying different files as virus or no virus using machine learning
* **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
* **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
* **Analyzed Technical Debt** in various python and java projects using SonarQube and TeamScale – Figured out the causes associated with technical debt and their various dimensions in python and java projects

**ACHIEVMENTS & PARTICIPATIONS**

* Won 1st prize in CANDEV in Canadian Space Agency Department among 10 teams
* Won 2nd prize in CANDEV among 60 teams organized by the Government of Canada
* Got 2nd position in my class during my undergrad 2nd & 3rd year
* Won 3rd prize in technical fest in my undergrad 4th year
* Won dance competition in the college fest among 30 contestants

**VOLUNTEER EXPERIENCE/EXTRA-CURRICULAR ACTIVITIES**

* Participated in CANDEV challenge organized by the Government of Canada
* Attended and volunteered workshops on cybersecurity
* Organized Annual college fest “Emblazon”
* Coordinated the Minute-to-win it event at the technical fest
* Volunteer work as an official photographer of the technical event in my undergrad studies