

Rahul K Johny

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SUMMARY

Software Engineer with 3 years of hands-on experience in commercial software and application development, with a specialization in .NET technologies. I am a recent graduate with a Master's in Computing (Artificial Intelligence) from Dublin City University, currently residing in Ireland on a **Stamp 1G** VISA.

EXPERIENCE

Software Engineer

Aug 2019 - Aug 2022

Concentrix Catalyst(Previously PK Global)

Chennai, India

- Collaborated closely with a cross-functional team of developers and business analysts from PS Technology to design, develop, and integrate new functionalities into the Simulation and Trainer Station software.
- Led the development of key projects for Union Pacific, notably the Consist Builder and Event Recorder for Locomotive Simulation. These initiatives harnessed real-time data via a REST Web API, replicating real-world operations and underscoring my expertise in .NET technologies.
- Revitalized several legacy functions and user interfaces using Unity and C#, demonstrating my ability to improve existing systems based on extensive research and real-world analysis. This not only modernized the application but also enhanced user experience and system performance.
- Provided mentorship and guidance to junior engineers, fostering their development and understanding of project intricacies. This leadership role not only enhanced team productivity but also broadened the collective skillset of the team.

SKILLS

C#, C++, .NET Core, JavaScript, Python, HTML, CSS, Unity, ASP.NET Web APIs, JIRA, SQL, Agile, GIT, SVN, Visual Studio

EDUCATION

M.Sc in Computing, Dublin City University

Sep 2022 - Sep 2023

Secured an **overall ranking of 12** out of approximately 180 students in my program and graduated with **first class honors(1.1)** with the following core modules:

- Machine Learning
- Data Analytics and Data Mining
- Data Management and Visualisation

Bachelor of Engineering in Computer Science, Anna University

2015 - 2019

Graduated with First Class.

PROJECTS & OPEN SOURCE CONTRIBUTIONS

Generating Believable Stories using Transformers. My Master's research project fine-tuned transformer models (GPT-2 and GPT-3) for generating engaging stories using anime synopses. Evaluation involved human assessment of believability and reader interest. Initial automatic evaluation utilized self-BLEU and BERTScore metrics for story quality. (GitHub)

Doodle recognizer. A JavaScript project that uses Tesseract.js, an OCR (Optical Character Recognition) library, to perform doodle recognition. The project allows users to draw a doodle on a web page and then uses Tesseract.js to analyze and recognize any text or characters within the doodle.(Try it here)

Crypter(www.crypter.dev) During my open source contributions to Crypter, an ASP.NET blazor web app that offers end-to-end encrypted file and message transfer, I enhanced the system architecture by implementing DbContextPooling in Entity Framework, leading to a 15% rise in throughput and 60% reduction in resource allocation. Additionally, I gained hands-on experience with Docker, strengthening my containerization skills.