ROHIT ARVIND KULKARNI

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OBJECTIVE

To establish myself as an expert in the field of Software Engineering

EDUCATION

- **Stevens Institute of Technology, Hoboken, NJ** — **Dec, 2016**

Master of Science in Electrical Engineering. Concentration: Software Engineering — **GPA: 3.63**

- **Mumbai University, Mumbai, India** — **Jun 2015**

Bachelor of Engineering in Instrumentation — **GPA: 3.6**

SKILLS

Programming Languages: Java, C++, Python, PHP
Web Development: HTML, CSS, JavaScript
Frameworks/Libraries: jQuery, AngularJS, Bootstrap, Java Swing, Apache Commons
Scripting Languages: Shell Script (Bash), Python
Database: SQL
Operating Systems: Linux(Ubuntu), Windows XP/ 7 / 8/ 8.1/ 10
Software Development: Data Structures/Algorithms, SCRUM Agile
IDEs/Software Tools: Eclipse, Sublime Text, IDLE, BlueJ, Processing 3, Git, GitHub, AWS, Wordpress
Graphical Languages: Postscript, Ghostscript, Processing

PROJECTS

Canvas: An automatic Bulk Grading Application (Language used: Java) — **Feb 2016 – May 2016**
Number of lines of code ~ 2000 **GitHub link -** https://github.com/patilprasad/CanvasManipulation-java/
A grading application, that utilizes the Canvas API, being considered for actual use by the Stevens ECE dept.

- Designed a Java application, using several **Object Oriented concepts**, to download a zip file containing several source codes, uncompress it, compile it using **Java Runtime Environment** and display the output for the grader to evaluate (File types supported: .java, .cc, .cpp, .py)
- Created a **GUI** using **Java Swing class**
- Analysed individual student and class performance in real time using **Java URL class**. Then displayed the same graphically using external libraries
- Optimized the performance of the application in terms of **time and space complexity** by using built in and user defined **data structures and algorithms**

Postscript: A dynamically typed Vector Graphics Application (Languages used: C++, Postscript) — **Oct 2015 – Dec 2015**
Number of lines of code ~ 1300 **GitHub link -** https://github.com/rohitk10/Postscript
A dynamically typed vector graphics tool developed using **C++** and **Postscript** for drawing graphs, charts and various other designs

- Developed a **C++** code that integrated with **Postscript** to create concatenated designs/graphs/charts based on typed user input
- Created a **Ghostscript** code to store the .ps file containing the user's graphics

PySport: A predictive software for sports matches (Languages used: Python, Bash) — **Mar 2016 – May 2016**
Number of lines of code ~ 300 **GitHub link -** https://github.com/rohitk10/PySport
A Python application that predicts the result of soccer matches using data from Twitter

- Wrote a **shell script** to gather data from popular social networking as well as sports websites
- Analysed data using **Python** to look for trends, patterns and keywords and predict the result before a match
- Used **tweepy, pandas, matplotlib** and **numpy** libraries that allow users to view live trends using graphs and charts during a game

CheapSoccerShop: Complete development and maintenance of an eCommerce website — **Sep 2016 - Dec 2016**

- Created, published and maintained an **eCommerce** website over a period of four months
- Analysed website traffic using **Google Analytics** and performed **A/B testing** to improve performance
- Marketed the website by executing Search Engine Optimization (**SEO**) as well as Search Engine Marketing (**SEM**) using tools like **Google AdWords** and **Google Search Console** to successfully display the website on the first page of google search results

AWARDS

- Recipient of Master's Fellowship award