ROHIT ARVIND KULKARNI

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OBJECTIVE

To obtain a full time position 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 (Expert), C++ (Expert), Python (Intermediate), PHP (Intermediate)
Scripting Languages: Shell Script (Bash), Python
Operating Systems: Linux(Ubuntu), Windows XP/ 7 / 8/ 8.1/ 10
Web Development: HTML5, CSS3, JavaScript, Bootstrap, jQuery, AngularJS
Database: SQL
Software Development: Data Structures/Algorithms(Expert), SCRUM Agile framework
Software Tools: Eclipse IDE, Sublime Text, Git Version Control System, AWS, GitHub, Wordpress
Graphical API: Java Swing, Processing, Postscript

PROJECTS

Automatic Web based Grading Application using Canvas API(Language used: Java) **Feb 2016 – May 2016**
Number of lines of code ~ 2000 **GitHub link -** https://github.com/patilprasad/CanvasManipulation-java
Canvas is a Web based tool and a Java API used by Stevens Institute of Technology for grading assignments online

- 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 in the form of graphs and charts 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**

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

Data mining for Sport Result Predictions(Languages used: Python, Bash) **Mar 2016 – May 2016**
Number of lines of code ~ 300 **GitHub link -** https://github.com/rohitk10/Sport-result-predictor-using-Python
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** and **matplotlib** libraries that allow users to view live trends using graphs and charts during a game

Development and Maintenance of E-Commerce website **Sep 2016 - Dec 2016**

- Designed and deployed an **eCommerce** website using **Wordpress** and external plugins
- 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(Webmaster)** to successfully display the website on the first page of google search results

AWARDS

- Recipient of Master's Fellowship award