

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

Master of Science in Electrical Engineering. Concentration: Software Engineering

Dec, 2016

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, Jekyll

Graphical API: Java Swing, Processing, Postscript

Portfolio: www.rohit-kulkarni.com | **LinkedIn:** www.linkedin.com/in/rohitkulkarni1 | **GitHub:** <https://github.com/rohitk10>

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 **twepy**, **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