SAATVIK TIKOO

Software Engineer | tikoosaatvik@gmail.com | New York | saatvik-tikoo.github.io | LinkedIn

EDUCATION

University of Southern California, Viterbi School of Engineering Los Angeles
 Master's in Computer Science

August 2019 – May 2021

GPA: 3.73

Jawaharlal Nehru Technological University, College of Engineering Hyderabad
 Bachelor of Technology in Computer Science & Engineering

September 2013 – April 2017

Percentage: 82.87%

EXPERIENCE

Bloomberg *Software Engineer*

June 2021 – Present

• Working in the Foreign Exchange team to develop a test suite for FX pricing engine.

Amazon Software Development Engineer Intern

May 2020 – August 2020

- Added a One tap OTP Authentication system to an Android app. This feature makes the UI better by removing the hassle of manual search and typing of the OTP by the user.
- Built a debug system for root cause analysis of erroneous business rules triggered in an Amazon device, which decreased QA and Developer time spent per issue from 2 days to 300 milliseconds.

USC-Information Science Institute Student Worker

December 2019 – May 2020

 Worked on the Macroscopic models for Reproducibility and Replicability of Research Claims in the Social and Behavioral Sciences for developing a classifier that is impervious to manipulation. Paper

Oracle Senior Applications Developer

July 2017 – July 2019

- Worked on Oracle HED product that is used all around US universities to maintain student academic information.
 Developed and owned the profile module that is now used by thousands of students.
- Worked on multiple features including performance enhancements, accessibility and automated testing suites.
- Developed a Jira alternate that is used by scrum masters to assign tasks to the team. The tool reduced the time spent on this task from 2 hours to 30 minutes.

PERSONAL PROJECTS

News Website and Mobile App <u>Website GitHub</u>, <u>Android App GitHub</u>

April 2020

A News application to get real-time news. This website gives the latest news in all the domains like Politics, Sports, Technology, World Affairs etc. The application has various features like search with auto-suggest, comments section, bookmark favorites, trending news, share on social media. NY Times and The Guardian were the News sources.

• Covid Population Tracking CP19 GitHub

November 2020

A crowd sources COVID tracking application that shows which areas are hot zones & which are safe to visit in the current pandemic. The app uses user's location and publicly available data to color code different regions as Red, Yellow and, Green. The location data is stored anonymously. Users can check all this information using ESRI Maps.

• Game Agent, Halma Game GitHub

January 2020

Developed an intelligent agent in Java that can play Halma board game. The game uses minimax algorithm with alpha beta pruning and good utility function to play against a human agent under time constraint. All the algorithms were built from scratch.

SKILLS

- Programming Languages: Java, JavaScript, Kotlin, PHP, Python, SQL, TypeScript
- Frameworks and Tools: Android, AWS Lambda functions, AWS IAM, AWS API Gateway, AWS EC2, AWS Elastic BeanStack, Azure, ESRI Maps, Flask, GCP DataProc, Jenkins, NodeJS, React, React Native

ACHIEVEMENTS

Innovation Challenge, USC Marshall School of business

October 2019

Won the innovation challenge held at USC, that focused on helping a startup, FareShare increase their business. We designed & prototyped a messaging system and incentivized the user by providing more features & better UI.