Keshav Balasubramanian

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EDUCATION

University of Virginia,

Bachelor of Science in Computer Science   *Expected Graduation May 2018*

Current GPA: 3.75/4.0

SKILLS

- Coding experience in C++, Java, C#, JavaScript, Python, HTML and CSS
- Experience using JUnit with Java and Nose with Python to write unit tests
- Knowledge of AngularJS, Django and Bootstrap
- Knowledge of relational database concepts and experience using Microsoft SQL server and PostgreSQL
- Experience using git with GitHub and Mercurial with Kiln for source control
- Comfortable in both Windows and Linux environments

WORK EXPERIENCE

Software Developer, Intern   **Axoom GmBH, Karlsruhe, Germany**   **Summer 2016**

- Developed an application (first as a proof of concept, then as an actual shippable application) to generate a time study for each machine in a sheet metal shop floor to manufacture a batch of parts.
- Backend exposes a REST API written in C# and ASP.NET that interfaces with a desktop CAM engine.
- Frontend in the POC written in HTML and JavaScript with jQuery.
- Frontend in final application written using AngularJS, Bootstrap and Typescript.
- Handled part data and machine information using Microsoft SQL server and Entity framework.
- Improved the running time from the POC by approximately 20% in the final application through multithreading.

Teaching Volunteer   **Chennai, India**   **October 2013 – March 2014**

- Taught 9th grade mathematics at a non-profit high school for underprivileged kids. Helped reinforce understanding through numerous examples and problem solving sessions.

PROGRAMMING EXPERIENCE

Projects

- **3D Object Renderer** (2015): Interactive application that renders any 3D object described as a Wavefront object file, using Gourad shading. **Developed using**: C++, OpenGL.
  GitHub: https://github.com/keshavb96/ObjectRenderer
- **First Person Shooter** (2015): Simple FPS with one long level where the goal is to reach the end without dying. Includes music and sound effects. **Developed using**: Unity 3D, JavaScript
- **Android Game** (2015): 2D game in which objective is to hunt ghosts. Movement controlled using a touch joystick and shooting activated by screen tap. **Developed using**: Java (libGDX api)
- **Literate Program Compiler** (2013): Implementation of Donald Knuth's WEB programming system for C#. Compiles and runs a literate program written in C#. **Developed using**: C#, WPF.
  GitHub: https://github.com/keshavb96/WEB
- **CAD** (2013): 2D CAD application that facilitates drawing of 2D primitives – lines, 2 point circles, 3 point circles and arbitrary 3 point arcs. **Developed using:** C#, WPF.
  GitHub: https://github.com/keshavb96/CAD