

SHASHIKANT KUMAR

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EDUCATION

Indraprastha Institute of Information Technology (IIIT), Delhi

New Delhi, India

B.Tech in Computer Science & Engineerinsg | CGPA: 8.13

August 2018 - May 2022

EXPERIENCE

Qualcomm

Hyderabad, Telangana

Engineer

June 2022 - Present

- Led the front-end development of a desktop Margin Tool using **React, Electron, and Vite**, enabling **30% faster** analysis of chipset performance metrics, including **PCIe, UFS, and CSI**.
- Co-developed a **cross-framework high-performance component library** with over **20 reusable and highly customizable components** (e.g., Breadcrumbs, Avatar, Stepper, Card) for seamless integration with **Angular and React frameworks**, currently deployed in over **15 production applications**.

Associate Engineer

June 2022 - December 2023

- Migrated a large-scale Angular web project from **Angular 9 to Angular 16**, optimizing bundle size, which reduced page loading time by up to **30%**, improving overall user experience and performance.
- Optimized complex **LINQ queries** in a large-scale .NET project, slashing page load times by **70%** and significantly boosting application performance.

Mindworks Global

New Delhi, India

Data Analyst Intern

February 2022 - April 2022

- Increased data extraction efficiency by **50%** through automated web scraping using **Selenium**, collecting **10,000+ data points** weekly.
- Developed a **SVM-based** machine learning model with **98.8% accuracy**, categorizing **5,000+ cloud services** using **TF-IDF vectorizer**.

KRACR Lab

New Delhi, India

Researcher

July 2021 - May 2022

- Engineered an ontology using Twitter data with **700+ axioms** for knowledge graph retrieval.
- Built **OWL2Bench**, a benchmark tool for testing state-of-the-art semantic reasoners.

PROJECTS

Speech - Gender and Emotion Prediction | CNN, API, MLP, SVM, RandomForest

February 2021 - April 2021

- Led a team of four in developing **CNN, MLP, SVM, and RandomForest** models to predict gender and emotion from audio waveforms, using 4 diverse datasets.
- Designed a model predicting Gender and Emotion with **63.4% and 85.07%** accuracy.

Plants Vs Zombies | Java, JavaFx, OOPs,

January 2020 - February 2020

- Recreated the iconic **Plants vs. Zombies** game with core features and gameplay mechanics.
- Designed **5 challenging levels** with 5 unique plants and 4 types of zombies.

POSITION OF RESPONSIBILITIES

IIIT Delhi

New Delhi, India

Athletics Coordinator

August 2021 - August 2022

- Led IIIT Delhi's Athletics team to win **3 medals** in inter-collegiate competitions while organizing and executing **5** successful sports events, both offline and online.

Odyssey

New Delhi, India

Sponsorship Organizer

October 2018 - January 2019

- Brought sponsorship for Odyssey - cultural fest of IIIT-Delhi and successfully **raised Rs 1,20,000/-** for the event.

TECHNICAL SKILLS

Programming Languages: TypeScript, JavaScript (ES6+), Python, C#, C++, SQL

Tech Stack: React, Angular, Node.js, Electron, Next.js, Remix, Redux, TailwindCSS, Plotly.js, D3.js, .NET, ASP.NET SQL Server, MongoDB, REST APIs, GraphQL, AWS, GCP, Azure, Playwright, Cypress, Jenkins, GIT,

Technical Skills: Technical writing, Debugging, AGILE Methodologies, Testing, DevOps, Developer Tools (Git, Figma, Visual Studio Code, IntelliJ, Turborepo, NPM, Pnpm), .