

SIDDARTH UDAYAKUMAR

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SUMMARY

Computer Science graduate student with hands on experience in software development, testing and design looking for a full time opportunity. Motivated and enthusiastic team player seeking to apply abilities and gain new learning experiences in the software industry.

ACADEMIC QUALIFICATION

Master of Science, Computer Science.

January 2015 - December 2016

The University of Texas at Dallas, Richardson, Texas.

Bachelor of Technology, Information Technology.

August 2009- May 2013

College of Engineering, Guindy (Anna University), Chennai, India.

TECHNICAL SKILLS

Languages	Java, C++, C, Shell Script, Python.
Web Technology	HTML, CSS, JQuery, JavaScript, JSP, Servlets, XML.
Operating Systems	Windows 98/2000/XP/Vista/7/8/10, Linux, Mac OS, Android.
Database Systems	Oracle, MySQL.
IDE Tools	IntelliJ Idea, Netbeans, Eclipse, Android Studio, Atom.
Software	Rational Rose, StarUML, Microsoft Word, PowerPoint, Excel, Photoshop.
Other	Android Application Development, Pebble Smartwatch SDK using CloudPebble, beginner in Node.js development.

WORK EXPERIENCE

Instructor and Student Worker - CS Outreach, UT Dallas

March 2015 – March 2016

- Coached school students in programming languages including Java and JavaScript.
- Trained students on software tools like GameMaker Studio, Alice and Scratch.

Associate Software Engineer, Accenture, India

June 2013 – August 2014

- Resolved and redesigned backend software for a leading American retail chain.
- Improved efficiency of problem resolution by formulating new methods to report issues.
- Analyzed, resolved problems in code and monitored fixes for software issues.

PROJECTS

Sentiment Analysis of tweets using Machine Learning Classifiers

- Implemented a tweet classification system to figure out the success rate of a movie based on the sentiments observed from reviews and opinions on Twitter.
- Experimented with three different classifiers – Support Vector Machines, Naïve Bayes and Maximum Entropy classifiers. Technology used included Twitter APIs, Python and Natural Language Tool Kit.

Artificial Intelligence based chess game

- Developed an Artificial Intelligence chess game that utilized Depth First Search algorithm and all the possible moves in a chess game to play against an actual human player. The game was programmed in Java and used UC Berkeley's open source Artificial Intelligence libraries.

User Interface Design

- Designed various desktop and Android applications using ideal user interface concepts that made applications user friendly and aesthetically pleasing to operate.

PERSONAL PROJECTS

- Designed and developed smartwatch faces for the Pebble Smartwatch using the Pebble Software Development Kit.
- Implemented various algorithms in Java to analyze for space and time complexities.
- Designed and programmed Android applications using Google's Android design guidelines and Android Studio.

RESPONSIBILITIES UNDERTAKEN

- Creative head and founding member of Jugaad - the Entrepreneurship Club of College of Engineering, Guindy.