

Nandha Kishore

<https://about.siliconcupcake.wtf>
jnandhakishore12@gmail.com | +91 9095148084

EDUCATION

NIT - TRICHY

B.TECH IN COMPUTER SCIENCE
 Expected May 2020 | Trichy, India
 Cum. GPA: 8.44 / 10.0

KAMALA NIKETAN SCHOOL

SENIOR SECONDARY (CBSE)
 Grad. May 2016 | Trichy, India
 Graduating Percentage: 96.8%

SECONDARY (CBSE)

Grad. May 2014 | Trichy, India
 Cum. GPA: 10.0 / 10.0

LINKS

Github:// [siliconCupcake](#)
 LinkedIn:// [nandhakishore](#)
 Twitter:// [@nandhakishorej](#)

COURSEWORK

UNDERGRADUATE

Data Structures and Algorithms
 Programming Language Principles
 Digital Systems Design
 Data Communication and Networking
 Operating Systems
 Computer Architecture
 Inter-networking Protocols
 Database Management Systems
 Design of Parallel Algorithms
 Advanced Cryptography
 Principles of Compiler Design
 Machine Learning
 Natural Language Processing

SKILLS

PROGRAMMING

Languages:

Java • C/C++ • Python
 Javascript • C# • SQL

Familiar:

Android • GNU/Linux • Git
 Docker

Frameworks:

React • Django • BabylonJs
 ElectronJS • Express • Mongo

EXPERIENCE

MICROSOFT R&D | SOFTWARE ENGINEER INTERN

May 2019 - July 2019 | Bangalore

- Building a tool that simplifies how Machine Learning experiments are conducted.
- Developing a .NET application that uses existing assemblies to submit the experiments to the cloud.
- Designing an intuitive UI for the tool with ElectronJS.
- Packaging the entire application as an install-able windows application

DELTA FORCE, NITT | ANDROID APP DEVELOPER

July 2017 - Present | NIT - Trichy

- Member of the official programming club of NITT.
- Coordinator in the Web Operations teams of Festember, Pragyan and Nittfest.
- Conducted an algorithmic workshop for over 100 freshers.

PROJECTS

BEER FACTORY | [site-link](#)

November 2018 - March 2019 | NIT - TRICHY

- Building a resource management game where the user controls a Beer Factory for Pragyan '19.
- Designing the database schema for the entire game API and implementing it with Django.
- Using Babylonjs with React to render a 3D map for the game which is interactive and intuitive.
- Working with redux store and managing react lifecycles for a smooth flow of data from the API to the browser.

NITTFEST | [playstore-link](#)

March 2018 | NIT - TRICHY

- Deploying the Official Android app for Nittfest '18 (over 1000 downloads on the Google Play Store).
- Material Design based UI with assets that reflected the theme of Nittfest '18.
- Working with the Model-View-Presenter architecture for different activities and fragments within the app.

FESTEMBER | [playstore-link](#)

September 2017 | NIT - TRICHY

- Deploying the Official Android app for Festember '17 (Over 5000 downloads on the Google Play Store).
- Fancy UI and animations that reflected the theme of Festember '17, implemented using canvases.
- Working with RxJava, the JVM implementation of ReactiveX, and dependency injection using Dagger.

AWARDS

2017 Winner Labyrinth (Online Treasure Hunt), Pragyan '17