SUNIL K N KOUNDINYA

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OBJECTIVE

Seeking an internship to enhance my professional skills and use my skills in the best possible way for achieving the company's goals with opportunities for career growth.

EDUCATION

University of Texas at Arlington, USA
Master of Science in Computer Science
GPA 4.0/4.0

Visvesvaraya Technological University, India
Bachelor of Engineering in Computer Science and Engineering
GPA ~4.0/4.0 (84%)

TECHNICAL SKILLS

Languages C, C++, Java, C#, SQL, JavaScript, Ruby, Python

Web Servlets, JSP, HTML, CSS, jQuery
Operating Systems Microsoft Windows, Linux, Android
Database MySql, MS Access, MongoDB

Others Spring, Hibernate, JEE, Hadoop, MVC, AOP, git, Clustering, AWS, AppEngine, OpenGL

WORK EXPERIENCE

Software Engineer | Mindtree Limited, India

September 2012 – July 2013

- Trained on database, Java, JEE, web technologies and frameworks of Hibernate and Spring
- Worked in the telecom domain for BSS/OSS transformation of KPN and internal projects
- Roles involved application clustering, setting up of testing, staging and production environment and automation of the processes
- Proof of concepts required for the design, development and deployment phases

PROJECTS

Online electronic store website

- Features basic and advanced search of products, navigation, store details and social network sharing with new modern look and feel
- Agile methodologies, SCM, static code analysis, testing tools were used
- Hosted on Amazon web services using the services of EBS, RDS and EC2.

Database Recovery subsystem in DBMS

- Simulates the behavior of undo/redo protocol for recovery from failure
- Commit, rollback, undo/redo operations are done to keep the DBMS in a consistent state after failure by maintaining the system log, transaction table and DBMS cache

Visualization of Accident data using Machine Learning - Data Analytics on Cloud

- Big data is inserted into NoSQL MongoDB, clustered using Simple k-means of Weka and visualized using D3JS, on Amazon EC2
- Accident data of California State was used for analysis

Wireless Audio Streamer

- Streams the audio from sound card of the Windows computer to multiple Android devices on the same network using WiFi
- Implemented using socket programming

Analysis and classification of books of different centuries using Hadoop

• Uses map-reduce paradigm of hadoop to analyze and classify books of different centuries based on word lengths and distance between words of different word length

Accelerometer based Gesture Recognition

- Allows user to control the desktop applications using a smartphone and play games by tilting the phone
- Android application features the basic functionalities of a joystick, keyboard, mouse and graphics tablet

Performance analysis of Amazon S3, RDS and Google App Engine

- Analyzed the performance of Amazon S3, Amazon RDS and Google App Engine using big data
- Weather data of the US over a span of time was used for analysis

Review and development of Computer Science Engineering website of the University of Texas, Arlington

• Automated the process of adding news and events to the site

ACHIEVEMENTS

- Won the best user interface design in UI mania event in Mindtree Ltd.
- Runner up in the programming competition in Mindtree Ltd. for best design and implementation
- 4th rank for VTU, in Second semester along with a centum for 3 consecutive semesters in Engineering Mathematics

RELEVANT COURSES

Master of Science:

Design and analysis of algorithms, Artificial Intelligence 1, Information Security 1, Fundamentals of Wireless Networks, Cloud Computing, Advanced Computer Architecture, Software Engineering, DBMS models and implementation techniques

Bachelor of Engineering:

Analysis and Design of Algorithms, Operating Systems, Data Structures, Computer Architecture, Software Engineering, Database Management Systems, Computer Networks 1, Computer Networks 2, Software Architecture, OOP with C++, Java, C#, Web Programming

OTHER PROJECTS

Dropbox notifier

- Notifies the user on update of the shared dropbox folder
- Uses Dropbox APIs and python GUI programming

Food catering system

- Helps caterers, to take orders, maintain account information of users, and users, to order and track status and payment information online
- Web application implemented using JEE, Spring, Hibernate, MySQL and follows MVC architecture

Plagiarism detector

- Document was checked against corpus of existing documents to detect plagiarism
- Implemented using 3 different algorithms (KMP, LCSS and Rabin Karp) and performance was compared

Graphics editor using OpenGL

- Provides features for drawing and editing of 2D and 3D objects along with various transformations
- OpenGL APIs were used for this MS Paint like program

Human - computer card game

- Play a card game with the computer as the opponent
- Computer uses minimax approach to find optimal solution