Harshit Rohatgi

Curriculum Vitae

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Education

2006 - 2010	**Computer Science and Engineering**, *Vellore Institute of Technology, Vellore, 8.87/10*.
2005 - 06	**Class 12th**, *AISSE, 88.0%*.
2003 - 04	**Class 10th**, *AISSCE, 91.6%*.

Computer skills

Programming Languages:	C++, Python, Java	**Others:**	HTML, Javascript, LATEX,XSLT
Operating System	Linux, Windows	**Analytics:**	Cognos Report Studio 8.4, Business Objects,Xcelsius
Database:	MySQL	**Softwares:**	Photoshop, GIMP

Work Experience and Positions

Sep 2011 – To date	**Amazon India Private Ltd.**, *Software Developer Engineer-I*. Working as a SDE-I for Webstore team, Amazon.
June 2010 – Sep 2011	**Deloitte India Consulting Pvt. Ltd.**, *Business Technology Analyst*. Worked as an Analyst in Information Management Service Line of Deloitte Consulting.
June 2009 – July 2009	**Prologix Software Solutions Ltd.**, *Intern*. Worked as a developer in the firm as a part of Summer Internship.

Current Position

○ **Seamless Account Pools**
   Allows sellers to register with both the account pools and switch them at mayhem .

○ **Seller Configurable Terms and Conditions**
   Allows seller to configure the policy acceptance from a Self Service Tool.

○ **1099K**
   Setup tax restrictions and blocking placing order in preview mode and preventing sellers to launch their store.

○ **Guided Workflow - In Progress**
   Working on developing a guided workflow which evaluates a bunch of conditions based on the contextual restrictions to finally render boolean result for different states.

Projects

- **Integrating Google Maps with Cognos**
  Technical Environment: Javascript,Cognos
  Integrated Google Maps with Cognos Report Studio 8.4 and enabled location based reporting using Google Maps API. The POC for the same was accepted in IM Center of Excellence

- **D.A.Mn.D** – Driver Alertness Monitoring Device
  Technical Environment:C++
  Develop a probabilistic model for drowsy detection using AECS and PERCLOS and using Bayesian Belief Networks. Also simulate driver detection by capturing feeds from camera or video.

- **INGEN** – Intelligent Graphics Engine
  Technical Environment:C++, Python
  Its an attempt to learn the basics of Artificial Intelligence algorithms and Natural Language Processing with their integration with a Graphics Engine. User input will be done by Natural Language to manipulate the agent which interacts with the Graphics Engine environment. Behaviour of Non-Player Characters will be guided by Artificial Intelligence.

- **OBELISK** – VoiceXML Interpreter
  Technical Environment:C++
  Done as a summer internship project at Prologix Software Solutions. The basic idea was to port the code on RHEL, add the implementations of new tags added to VoiceXML 2.0. The second phase involved testing of project against w3c conformance test suite and fixes them.

Activities

- Participant- Sellers Hack Day-2012, Amazon
  Participated in the overnight hack event in Amazon
- Member - Technical Committee, LUG@VIT
  Core committee member of Linux User's Group at VIT, Vellore
- Event co-ordinator ,Phreak '08
  Event coordinator for the School of Computing Science's annual technical fest (Phreak)
- Participant , workshop on Linux Device Driver

- Participant, workshop by TIFAC CORE
  Participated in a two day workshop organised by TIFAC-Core on Vision Based Safety and Security System

Interests and Hobbies

- Hobbyist photographer – http://flickr.com/tallandroid