

Tatparya Shankar

✉ tshankar@purdue.edu ☎ (765)-637-3307 🌐 <https://github.com/tatparya>

OBJECTIVE

To seek a challenging work environment engaging myself in a position of responsibility that would allow me to utilize, develop and refine my technical skills and also enrich my knowledge

EDUCATION

Purdue University, West Lafayette, Indiana

May 2017

Bachelor of Science in Computer Engineering

Cumulative GPA: **3.69/4.00**

SKILLS AND INTERESTS

- Programming and Scripting Languages
 - **C, C++, Python, Java, JavaScript, HTML, CSS, XML, Bash, MATLAB, SQL, PHP**
- Fields of interest
 - Machine Learning, Artificial Intelligence, Big Data, Web and Mobile Application Development

WORK EXPERIENCE AND LEADERSHIP

- **Research Intern, IBM Research Labs, New Delhi** Jun 2015 - Aug 2015
 - Worked on “Multi-modal Semantic Analysis”, implemented custom Apache Solr server, HTTP queries and JSON parsing in Java to index and search data extracted from various modalities to draw semantics
- **Web Developer Intern, ITap Informatics, Purdue University** Jan 2015 - Aug 2015
 - Implemented various assigned features in web and android versions of “Hotseat”, a polling and discussion application used by over 1000 students in various courses at Purdue.
- **Summer Intern, Accenture, New Delhi** Jun 2014 - Jul 2014
 - Managed a group of interns, took up roles involving IT Strategy and Solution Design and proposed six best practices to improve the business environment in India
- **IT Director, Purdue FIRST Programs, Purdue University** Jan 2014 - Jan 2015
 - Led the IT sub-team, responsible for redesigning the organization web page, cloud server management, mobile app development and organization promotions.
- **Project Manager, EPICS (Engineering Projects in Community Service)** Jan 2014 - May 2015
 - Managed the IMS team on developing a web application using the Django framework involving concepts of Software Development Life Cycle and Agile Software Development

PROJECTS

- **“Proximate”, Geo location based instant chat application** : Developed an Android application using the Parse and Google Cloud Services API to implement location based user search and instant messaging
- **Robotic arm using the MYO armband (MHacks VI)** : Programmed an Android Application to map out arm movements with inputs from the MYO armband and used an Arduino Microprocessor to mimic them
- **Steganography, “Hiding in plain sight”** : Implemented a steganography GUI in Python to encrypt and embed text or image messages into an image medium without having to significantly modify the image
- **Social Media Graph Generation, Dijkstra’s Algorithm** : Created social media graphs with over a thousand data points and implemented the Dijkstra’s algorithm to calculate certain threshold parameters in the graph
- **“Twitter Connections”, Twitter based services (MHacks V)** : Developed an Android app using the Fabric API that posts service requests to Twitter, and filters out posts for another end user to provide them
- **Interactive motion sensing game (HackIllinois)** : Designed an interactive game using an Arduino, concepts of object oriented programming, multithreading and incorporating motion sensing using ping sensors

HONORS AND AWARDS

- George E. Hollister, EE '21 Award and the Eli Shay Scholarship, ECE Purdue University 2015
- Dean’s List and Semester Honors, Purdue University 2014
- Obtained an international FIDE rating of 1612 for excellence in international chess competitions 2010