VARUN NANDU

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https://github.com/varunnandu, https://varunnandu.github.io/

EDUCATION

Northeastern University, Boston, MA — September 2016 – present
College of Computer and Information Science
Candidate for Master of Science in Computer Science **GPA: 3.28**
Related Courses: Programming Design Paradigm, Algorithms, Web Development, Fundamentals of Artificial Intelligence, Natural Language Processing, Data Mining Techniques, Managing Software Development and Database Management Systems

NMIMS University, Mumbai, India — August 2016
Mukesh Patel School of Technology, Management and Engineering
Bachelor of Technology in Information Technology **GPA: 3.18**
Related Courses: Data Structures and Algorithms, Artificial Intelligence, Cloud Computing

TEHNICAL KNOWLEDGE

Languages:	Python, Java, HTML5, JavaScript, SQL, R
Python Technologies:	NumPy, Pandas, SciPy, sklearn
Web Technologies:	Bootstrap, CSS, jQuery, Angular JS, Node JS, Express JS
Systems/Databases:	Windows, Mac, Ubuntu, Oracle 10g, MySQL, MongoDB
Tools/ IDE:	Git, AWS, Heroku, Eclipse, Webstorm, PyCharm, IntelliJ IDEA, Jupyter Notebook

PROJECTS

Plagiarism Detector, Northeastern University, Boston, MA — Fall 2017

- Developed Plagiarism Detection System on textual data using unsupervised machine learning algorithms.
- Implemented K-means clustering and Frequent Pattern Growth algorithm with system accuracy of 63.6% and precision of 90%.

Recommendation System, Northeastern University, Boston, MA — Fall 2017

- Implemented recommendation system using Agglomerative Hierarchical Clustering, Collaborative Filtering and Multi-Layer Perceptron on Yelp Dataset.

MovieNow, Northeastern University, Boston, MA — Spring 2017

- Developed and deployed on Heroku cloud platform a single page, mobile first web application using MEAN stack which allows users to search, like and review movies.
- Implemented RESTful MVC architecture by leveraging Angular JS with server side built using Express/Node JS with MongoDB as the NoSQL database.

Gobblet, Northeastern University, Boston, MA — Summer 2017

- Designed Artificial Intelligence agent for computer player in game of Gobblet using Python
- Implemented and analyzed adversarial search algorithms like Minimax and Alpha-Beta Pruning for selecting the best move for computer player

WORK EXPERIENCE

Northeastern University, Boston, MA
Master Assistant for CS2800: Logic and Computation — Spring 2017

- Assisting undergraduate students for labs and grading assignments for the course Logic and Computation.

Flexiloans Inc, Mumbai, India
Data Sciences Intern — June – August 2016

- Expedited the process of data extraction from bank statements using the Tesseract Library in Python thus improving the productivity of the team by 50%.
- Recorded and automated the analysis process of the extracted data using the xlwt library in Python.