

Venkatraman Srikanth

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PERSONAL INFO

NATIONALITY : USA

EDUCATION

NIT TRICHY - B.TECH

MAJOR IN COMPUTER SCIENCE

MINOR IN ECONOMICS

Graduated May 2019

GPA: 7.47/10

LINKS

Github:// **venkat24**

LinkedIn:// **venkatraman24**

COURSEWORK

UNDERGRADUATE

Data Structures and Algorithms

Computer Architecture

Operating Systems

Data Comm. and Networks

Compilers and Formal Languages

Pattern Recognition

SKILLS

PROGRAMMING

LANGUAGES

C++ • JavaScript • Haskell
Python • PHP • Java • Rust

WEB DEVELOPMENT

HTML • CSS • React
Laravel • Spring • NodeJS

TOOLS

SQL • Vim • Git • Docker

EXTRA CURRICULARS

WRITER AND ACTIVIST

Nakshatra Club of Astronomy
and Science. Blog - AstroNITT

MRIDANGAM PLAYER

Classical Indian percussion
instrument - 9 years experience

EXPERIENCE

AMAZON | SOFTWARE DEVELOPMENT ENGINEER - INTERN

May - July 2018 | Chennai

- A tool to **simplify weekly volume analysis** in high capacity services
- Integrated an Amazon log analysis platform with a **new website in the Spring framework**, cutting down the time taken to look up logs related to a metric deviation
- **Built a parser in Java** to transform a config XML structure into an Excel sheet template with graphs, for **easy viewing of data** in the **user's format of choice**
- **Currently in production use by 4 teams at Amazon**, with scope for expansion

HASKELL SUMMER OF CODE | STUDENT DEVELOPER

May - September 2017 | haskell.org | github.com/google/codeworld

- A project on export functionality in **CodeWorld**, an educational environment to **teach kids functional programming** using a **Haskell variant**
- Implemented the **ability to export** web based animations and games to **Android apps**, using the **Apache Cordova** framework
- **Actively used in several US elementary schools** in the K-12 semester scheme
- Project proposal and agenda - <https://goo.gl/e9laEu>

SPORTSCAFE | WEB DEVELOPMENT INTERN

Nov - Dec 2016 | Bangalore | sportscafe.in

- Front-End web development with **ReactJS**. Made a **real time sports scoring** and commentary system, which was **used extensively for badminton tournaments**
- **Wrote APIs** for this system in the hapi framework for **NodeJS with MongoDB**, and also implemented a **new periodic backup system**

PROJECTS

CODE CHARACTER Feb 2018 | [engine source](#) | [renderer source](#)

- An **AI programming challenge** for the tech fest Pragyan '18, where players, using the **provided API**, control troops in a **real-time strategy simulation**
- Designed and implemented the **game engine from scratch in C++**, which uses **LLVM bytecode instrumentation** for deterministic code runtime measurements
- Built a complete web application which enabled user registrations and **automatic code submission**, which ran in isolated **Docker based environments**
- **Played by over 1300 people** from **74 different countries**

GAMEBOY EMULATOR March 2019 | [source](#)

- A **Nintendo Game Boy emulator** written in **C++17**, with **SFML** for graphics. **Plays real game ROMs** like Tetris and Super Mario Land.
- **Emulates real Z80 hardware opcodes and memory** in a performant manner

OTHER

DELTA FORCE | SOFTWARE DEVELOPER

Jul 2016 - Present | NIT Trichy | delta.nitt.edu

- The programming club of my college, which handles most of the **web and app development** for various activities and festivals
- Conducted an introductory **workshop on Linux and Python** for more than 100 freshers, and taught concepts of **scripting and web scraping**

POSITIONS AND ACHIEVEMENTS

2018	Head, Web Operations	Festember '18, International Cultural Festival
2017	Winner / 100+ Teams	CodeOSoccer AI Contest, Kshitij IITKGP
2017	Winner / 50+ Teams	Webbed - Speed Dev event, Vortex 2017
2016	Winner / 30+ Teams	Pragyan Hackathon