Raghav Sairam Niketh

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EDUCATION

NORTHEASTERN UNIVERSITY
M.S in Computer Science
Boston, Massachusetts
Jan 2017 - Dec 2018

NATIONAL INSTITUTE OF TECHNOLOGY - TRICHY
B.Tech in Computer Science and Engineering
Tiruchirappalli, India
Aug 2012 - May 2016

LINKS

Portfolio: **raghavsairam.me**
LinkedIn: **raghavsairamn**
Github: **whoophee**

SKILLS

PROGRAMMING
Over 5000 LOC:
Python • C++ • Java
Over 1000 LOC:
Scheme • Go • PHP • Javascript
Familiar:
HTML5 • CSS3 • MongoDB • MySQL
Git • Mercurial • LaTeX

COURSEWORK

GRADUATE
Machine Learning
Data Mining and Visualization
Artificial Intelligence
Database Management Systems
Computer Systems
Programming Design Paradigms

UNDERGRADUATE
Algorithms and Data Structures
Combinatorics and Graph theory
Numerical Computing
Computer Networks
Web Development
Operating Systems
Artificial Intelligence

EXPERIENCE

E-HELIUM | Software Developer Intern
Oct 2015 – Jul 2015
- Developed backwards compatible Shareable Content Object Reference Model (SCORM) compliant Learning Management System API.
- Scripted tools for user registration and automate bulk user registration.

PROJECTS

D2API | Open Source
Oct 2018 – Present
Python3 wrapper and parser to interact with Valve's Dota 2 WebAPI.

DAILY CODING PROBLEM | Open Source
Jul 2018 - Present
Documented solutions to the Daily Coding Problem project.

SEARCH ENGINE (CACM) | Northeastern University
Sep 2018 - Dec 2018
- Developed a command line indexer and search engine for the CACM dataset.
- Designed a syntax parser to support various search query operators.
- Implemented snippet generation and query highlighting for searches.

DOTA 2 HERO PREDICTION | Northeastern University
Feb 2018 – Apr 2018
- Scripted a command line mining tool to collect match results of Dota 2.
- Developed a logistic regression model to predict outcome of Dota 2 matches.
- Designed an asynchronous, Neural Network based hero recommender.

YELP RECOMMENDATION | Northeastern University
Oct 2017 - Dec 2017
- Implemented recommender to suggest businesses based on review patterns.
- Designed a customer targeting tool to suggest improvements for businesses.
- Developed a location estimator for users, based on their review patterns.

ULTIMATE TIC-TAC-TOE SOLVER | Northeastern University
Mar 2017 - Apr 2017
- Developed a game framework to implement AI driven bots.
- Designed a Q-learning based AI player for the Ultimate Tic Tac Toe game.

DOTA 2 STATISTICS | NIT, Trichy, India
Oct 2015 - Mar 2016
- Designed a statistics page for matches using Valve's Dota 2 Web API
- Developed a KNN based algorithm to rate performance of similar players.

PRINCE OF PERSIA CLASSIC | NIT, Trichy, India
Jan 2014 - May 2015
- Designed a graphics library for DOS systems using VGA controller
- Developed a game engine with rudimentary 2-D physics, and replicated Prince of Persia (1989) game along with a custom level designer.