

# 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](http://raghavsairam.me)

LinkedIn: [raghavsairam](https://www.linkedin.com/in/raghavsairam)

Github: [whoophee](https://github.com/whoophee)

## SKILLS

### PROGRAMMING

HIGHLY SKILLED

Python • C++ • Java

PROFICIENT

Scheme • Go • PHP • Javascript

FAMILIAR:

HTML5 • CSS3 • MongoDB • MySQL

LaTeX • JSON • R • Git • Mercurial

PACKAGES:

NumPy • Pandas • SciPy • TensorFlow

## 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

May 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 | PYTHON

Open Source | Oct 2018 – Present

Python3 wrapper and parser to interact with Valve's Dota 2 WebAPI.

### DAILY CODING PROBLEM | PYTHON, C++, GOLANG

Open Source | Jul 2018 - Present

Documented solutions to the Daily Coding Problem project.

### SEARCH ENGINE (CACM) | PYTHON, NUMPY, JAVA, LUCENE

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 PREDICTION | PYTHON, SCIPY, TENSORFLOW

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 | PYTHON, PANDAS, SCIPY

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 | PYTHON, PYGAME, TENSORFLOW

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 | PHP, PYTHON, HTML5, CSS3, MONGODB

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 | C++, ASSEMBLY

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.