

# 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: [whoophee.github.io](https://whoophee.github.io/)

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.