

RAGHAV SAIRAM NIKETH

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EDUCATION

Northeastern University, Boston, MA <i>Master of Science in Computer Science</i>	December 2018
National Institute of Technology, Tiruchirappalli, India <i>Bachelor of Technology in Computer Science and Engineering</i>	May 2016
Relevant Courses:	
<ul style="list-style-type: none">• Computer Systems• Data Mining• Software Engineering	<ul style="list-style-type: none">• Algorithms and Data Structures• Programming Design Paradigms• Database Management Systems
	<ul style="list-style-type: none">• Web Development• Machine Learning• Game Artificial Intelligence

PROFESSIONAL EXPERIENCE

E-Helium, Chennai, India Software Developer Intern	May 2015 – July 2015
<ul style="list-style-type: none">• Developed Shareable Content Object Reference Model compliant Learning Management System API• Implemented back compatibility to support multiple SCORM versions for said API• Scripted tools to facilitate user registration and automate bulk user registration	

ACADEMIC PROJECTS

Northeastern University, Boston, MA Dota 2 Hero Prediction (Python, Tensorflow, MongoDB, SciPy)	February 2018 – April 2018
<ul style="list-style-type: none">• Scripted an interactive mining tool to collect match results of Dota 2 games using Steam API• Developed a logistic regression model to predict the outcome of Dota 2 matches• Designed an asynchronous Online Neural Network based recommender to boost match performance.	
Yelp Recommendation System (Python, NumPy, GeoPy, Pandas)	October 2017 – December 2017
<ul style="list-style-type: none">• Implemented recommendation system to suggest businesses based on user review patterns• Designed a customer targeting tool to suggest improvements for businesses• Developed a location estimator for users based on review patterns	
Ultimate Tic Tac Toe Solver (Python, NumPy)	March 2017 – April 2017
<ul style="list-style-type: none">• Developed a framework for Artificial Intelligence driven games• Designed and implemented a Q-learning/minimax tree based AI player for the Ultimate Tic Tac Toe game	
National Institute of Technology Trichy, India Dota 2 Statistics (HTML5, CSS3, Python, PHP, MongoDB)	October 2015 – March 2016
<ul style="list-style-type: none">• Designed a Flask statistics page for Dota 2 matches using Steam API• Developed a K Nearest Neighbour based algorithm to rate and match performance of similar players	
Customizable Game Engine (C++, Assembly)	July 2012 – January 2013
<ul style="list-style-type: none">• Designed an assembly level graphics library for DOS systems using VGA controller• Developed a game engine using said graphics library with rudimentary 2D physics• Replicated the Prince of Persia game (1989) game and implemented a custom level designer	

TECHNICAL SKILLS

- **Programming Languages:** C++, Python, Go, C, PHP, JavaScript, Java, Scheme, MySQL, Bash
- **Web Development:** HTML5, CSS3, PHP, Node.js, jQuery, Ajax, Django, Flask, MongoDB
- **Version Control:** Git, Mercurial
- **Packages:** Tensorflow, SciPy, Pandas, Matplotlib, Numpy, Seaborn, Scrapy