Vishnu Srivastava

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EDUCATION

UNIVERSITY OF WATERLOO
MMATH THESIS IN COMPUTER SCIENCE
Conc. in Software Engineering
Guide: Prof. Paulo Alencar
Waterloo, ON | CGPA : 87%
Sep'14 - May'17

DELHI TECHNOLOGICAL UNIVERSITY
(Delhi College of Engineering)
B.TECH ENGINEERING PHYSICS
Conc. in Robotics & Information Systems
New Delhi, India
May'09 - Sep'14

LINKS

Github:// github.com/zxingz
LinkedIn:// linkedin.com/in/zxingz

COURSEWORK

GRADUATE
Applied Machine Learning
Multi-Agent Systems
Database Management Use
Big Data Software Engineering
Software Requirements Specs

SKILLS

PROGRAMMING
Over 10000 lines:
Python • Java • C++/C
Familiar:
Shell • JavaScript • MATLAB • R • node.js • Android • C#

DATABASE
Actively Used:
SQLite • MySQL • MS SQLServer • Oracle 12
Familiar:
MongoDB • PostgreSQL

DEVELOPMENT TOOLS
Apache Airflow • Jenkins • Docker • Git • SVN

ENVIRONMENTS
Solaris • LinuxMint • Ubuntu • Windows • Hadoop HDFS

EXPERIENCE

SCOTIABANK | PROGRAMMER ANALYST (CENTRALIZED RISK PLATFORM)
July 2017 – Present | Toronto, ON
- Deployed Apache Airflow for RMIT Risk Warehouse on Production environment with 80+ DAGs.
- Deployed Elasticsearch and Filebeat for log analysis.
- Working towards integration of Apache Airflow and Apache Nifi to streamline ETL.

ERNST & YOUNG L.L.P | ASSOCIATE CONSULTANT IT
June 2013 – July 2014 | New Delhi, India
- Develop Design UI and Logic using SAP Advanced Business Application Programming.Customize and Develop Data Report and Form Generation.

SCOTIABANK | INTERN (EQUITY TRADING & ELECTRONIC EXECUTION SERVICES)
May 2016 – August 2016 | Toronto, ON
- Instant Chat using Socket.IO, Email reporting/tracking server, Trading performance report.

GAMEZOP.COM | DATA SCIENCE INTERN
January 2016 – April 2016 | New Delhi, India
- Developed Friends Recommender System and Game Recommender System on Google Compute Engine using Scikit-Learn and NetworkX python libraries.

UNIVERSITY OF WATERLOO | TEACHING ASSISTANT
September 2014 – December 2016 | Waterloo, ON
- CS 246-Object-Oriented Software Development(C++ UML)
- CS 116-Introduction to Computer Science 2(Python)

SAMSUNG R&D LAB | INTERN (DATA ANALYTICS GROUP)
May 2013 – June 2013 | New Delhi, India
- Extraction of movie trailer links from MovieLens data sets. UI for Samsung Smart TV gesture recognition Application.

PROJECTS

SCORE PREDICTION OF NBA PLAYERS FOR DRAFTKINGS FANDUEL
Predicted score for a player using Random Forest algorithm. Optimized line-ups using the predicted scores for daily fantasy sports websites.

REVIEW OF GAME THEORETIC STRATEGIES AND MACHINE LEARNING ALGORITHM FOR AN ONLINE MULTIPLAYER REVERSI GAME PLAYING AGENT | UW CS886 MULTI-AGENT SYSTEMS
Primarily focused on the mini-max technique and on the use of a machine learning agent trained using a database of the championship games.

HIGH FREQUENCY TRADING BY TRANSIENT PROFIT PEAK CLASSIFICATION USING MACHINE LEARNING ON REAL-TIME DATA STREAMS | UW CS886 APPLIED MACHINE LEARNING
Developed a transient profit peak classification algorithm combined with a classifier expansion mechanism to take advantage of the volatility in the stock markets by classifying a data point as a buying point (BP), selling point (SP) or as a do-nothing point (DN).