Nandha Kishore

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EDUCATION

NIT - TRICHY
B.Tech in Computer Science
June 2020 | Trichy, India
Cum. GPA: 8.47 / 10.0

KAMALA NIKETAN SCHOOL
Senior Secondary (CBSE)
Grad. May 2016 | Trichy, India
Graduating Percentage: 96.8%

Secondary (CBSE)
Grad. May 2014 | Trichy, India
Cum. GPA: 10.0 / 10.0

LINKS

Github:// siliconcupcake
LinkedIn:// nandhakishore
Twitter:// @nandhakishorej

COURSEWORK

UNDERGRADUATE
Data Structures and Algorithms
Programming Language Principles
Digital Systems Design
Data Communication and Networking
Operating Systems
Computer Architecture
Inter-networking Protocols
Database Management Systems
Design of Parallel Algorithms
Advanced Cryptography
Principles of Compiler Design
Machine Learning
Natural Language Processing

SKILLS

PROGRAMMING
Languages:
Java • C/C++ • Python
Javascript • C# • SQL

Familiar:
Android • GNU/Linux • Git
Docker

Frameworks:
React • Django • BabylonJs
ElectronJS • Express • Mongo

EXPERIENCE

MICROSOFT R&D | Software Engineer
July 2020 - Present | Bangalore
- Working on Product Ads at Microsoft Advertising.

MICROSOFT R&D | Software Engineer Intern
May 2019 - July 2019 | Bangalore

- Building a tool that simplifies how Machine Learning experiments are conducted.
- Developing a .NET application that uses existing assemblies to submit the experiments to the cloud.
- Designing an intuitive UI for the tool with ElectronJS.
- Packaging the entire application as an install-able windows application

DELTA FORCE, NITT | Android App Developer
July 2017 – Present | NIT - Trichy
- Member of the official programming club of NITT.
- Coordinator in the Web Operations teams of Festember, Pragyan and Nittfest.
- Conducted an algorithmic workshop for over 100 freshers.

PROJECTS

BEER FACTORY | site-link
November 2018 - March 2019 | NIT - TRICHY
- Building a resource management game where the user controls a Beer Factory for Pragyan '19.
- Designing the database schema for the entire game API and implementing it with Django.
- Using Babylonjs with React to render a 3D map for the game which is interactive and intuitive.
- Working with redux store and managing react lifecycles for a smooth flow of data from the API to the browser.

FESTEMBER | playstore-link
September 2017 | NIT - TRICHY
- Deploying the Official Android app for Festember '17 (Over 5000 downloads on the Google Play Store).
- Fancy UI and animations that reflected the theme of Festember '17, implemented using canvases.
- Working with RxJava, the JVM implementation of ReactiveX, and dependency injection using Dagger.

AWARDS

2017   Winner   Labyrinth (Online Treasure Hunt), Pragyan '17