

LAKSHMINARAYANAN SRINIVASAN

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OBJECTIVE

A strong interest in solving interesting problems in the field of Computer Science and a good analytical skill makes me an excellent choice as a software developer. I like exploring new ideas. Seeking internship in the field of Software Engineering and Development where in my knowledge could be best utilized. Interested in AI, algorithms, data structures, cloud technologies and distributed systems.

EDUCATION

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| International Institute of Information and Technology, Hyderabad B.Tech and MS (By Research) Computer Science and Engineering | CGPA: 8.08/10 (till Semester-5) (Dean's Merit List for the 1st two semesters) May 2015 (Expected) |
| P.S.B.B.S.S.S, Chennai, India Senior Secondary School Examination (Standard 12) | 91.4% April 2010 |
| P.S.B.B.S.S.S, Chennai, India Secondary School Examination (Standard 10) | 87.8% April 2008 |

ACHEIVEMENTS

- **Represented India** (as a team of 3) at the **International round** of the International Schools Software Competition (ISSC),2009 held at **Colombo, Srilanka** conducted by SEARCC.
- Qualified for International Olympiad In Informatics(IOI) Training Camp,2010 (**top 24 from India**) and **ranked 13** in the same.
- **Honorable Mention** at Asia Regional Finals of **ACM** International Collegiate Programming Contest (ICPC), December 2012
- **Ranked 9th** in India in the **AI Challenge** held by University of Waterloo and Sponsored by Google.
- **All Rounder** in academic performance in my school for the year 2009-2010
- Regular participant in online contests like SPOJ.pl, Top coder, Codeforces and other such competitions

INTERNSHIPS

- **Google Internship Summer 2013**
Interned at Google's Bangalore Office during the summer of 2013 to work on a Software Engineering project in the Google Trader Team in Emerging Markets.

ACADEMIC AND PERSONAL PROJECTS

- **Openflow Controller to minimize power consumption (SIEL Lab, IIIT-H Aug-Dec,2012)**
Created an Openflow Controller in Floodlight that will detect the minimum no. of switches required to run the network ,reposition and start VMs to give the maximum power savings possible in a Data Center.
Language/Tools: Java/Eclipse
- **StepGreen.org Android Application (Aug-Dec,2011)**
Tracks/Predicts the motion and activities of the user and classifies his activities on greenness and updates his Stepgreen.org account. It also gives him a feedback using a live wallpaper which changes according to how green he/she is. The project was done under the guidance of Dr.Jennifer Mankoff from Carnegie Melon University (CMU).
Language/Tools: Java/Eclipse
- **Search Engine for WikiPedia (As part of Information Retrieval Course)**
Developed a full fledged search engine to search the entire WikiPedia site, including indexing the

entire data (used compression techniques like variable byte encoding), and searches in under a second.

Language/Tools: C++

- **Collide-Android Game (<https://play.google.com/store/apps/details?id=com.invader.collide>)**

Created Collide, an android puzzle game using the accelerometer. The aim of the game is to tilt blue balls into the goal without hitting the red balls or the vortexes.

Language/Tools: Java/Eclipse

- **Ping-Pong game using motion tracking**

It uses the laptop's inbuilt web-camera to detect the face based on dark facial features such as hair, eyebrows, eyes, etc. which controls the paddle in the Ping-Pong game.

Language/Tools: C++/OpenCV

- **Developed HTTP-Proxy Server**

The proxy server that is capable of serving multiple simultaneous HTTP Requests. It has a Caching mechanism so as to optimally utilize the internet bandwidth. It uses a thread based model to server each of the client's request and uses TCP/IP sockets for communication purposes.

Language: C++ ,Linux

- **Developed a basic bash-like shell**

It is a full-fledged shell that can replace bash. It has ability to fork process, run process as background, terminate process, history, show processes, coloured.

Language: C

- **Development of 3D Virtual World and a Projectile based game**

The 3D Virtual world contains terrains, vegetation, waterfall(done using heightmaps) and other miscellaneous objects with which you can interact. The entire world can be navigated using 2 cars which are Wavefront OBJ models. Per Pixel shading is done in GL Shading Language. It uses bullet physics for modeling the physics. In the projectile game ,you need to throw apples to destroy window panes of a building. It uses simple AABB collision detection and physics.

Language/Tools: C++/SDL, OpenGL

- **Portal for Music Repository**

The Music repository allowed users to login , upload and play songs online and search for songs based on artist, album, etc. Also Designed a Portal for a simple question and answer event(Mathematical) with authentication and registration support .

Language/Tools: Python/Web2py

TECHNICAL SKILLS

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|--|---|
| Operating Systems | : Windows, GNU/Linux |
| Programming and Scripting Languages | : C++/C (4+ yrs) , Java(2+ yrs), Bash , Python(2+ yrs) , PHP |
| Web Technologies | :HTML,CSS,PHP |
| Database Technologies | :MySQL ,MongoDB |
| APIs/Libraries | :nVidia CUDA, OpenGL/CV , Android API, SDL Linux system Calls, Linux Socket Programming Hadoop MapReduce , Floodlight |
| Programming Environments | : Microsoft Visual Studio, VIM, Eclipse, Dev C++ |

MISCELLANEOUS

- Passed Grade 4 Keyboard Examination with Merit and Grade 5 in Theoretical Music held by Trinity College, London. Play violin as a hobby
- Took part in designing Artwork (Digital) like Brochure, T-Shirts, etc for College Culturals.
- My github account <https://github.com/jujojujo2003>