

Luv Agarwal

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Professional Experience

- 2018 Jan-May **Analyst, Intern**, Goldman Sachs, Bangalore.
- Automated a deal approval process, created a real-time status tracking dashboard.
 - Integrated above in the most used product of Investment Banking Division.
- 2017 May-Jul **Software Developer**, Nexon America, Remote.
- Built a microsite for the latest Nexon game, LawBreakers, with million+ users.
 - Designed a single page sequential story telling framework using React.
 - Built a real time image recognition (sky detection) system for Google street view.
- 2016 Dec - . **Mentor & Software Developer**, GoLive, CIE, Hyderabad.
- Mentored a team of 3 developers in building monetization framework for games based on customized offer generation depending on individual player's parameters.
 - Built an intelligence engine for answering general to specific analytics questions.
- 2017 Jan-Apr **Teaching Assistant**, IIIT, Hyderabad.
- This course titled Principles of Information Security aims to discuss the fundamentals of the state-of-the-art information security protocols.
- 2015 Aug - . **Researcher**, CSTAR, IIIT-Hyderabad.
- Worked on Retrieving and Routing Quantum Information in a Quantum Network.
 - Analyzed patterns for state variation while traversing the network.
- 2015-2016 **Open Source Contributor**.
- Mozilla, GreenNav, SymPy - 13 patches submitted, 17 commits made, 3 bugs filed, 11 bugs poked.
- 2014 Sep-Nov **Software Developer**, Imagine Software Labs, Hyderabad.
- Built a SAAS based web application for virtual apparel fitting system.
 - Designed a tracking system and an interactive analytics dashboard.
- 2015 July-Sep **Software Developer**, Connaizen, Remote.
- Built interactive analytics dashboard with charts/graphs and ajax powered reports.
 - Extended existing REST API and integrated the calls with analytics dashboard.

Projects

2016 Feb-Apr **Dialog Engine**, Prof. Vasudeva Varma.

A bot designed to understand and respond to e-commerce products related enquiry questions. Built query classification and response system, and a Flask based website.

- 2016 **Wikipedia Search Engine**, Prof. Vasudeva Varma.
Built a search engine on complete Wikipedia Data dump with fast search. Optimized index using various techniques and data-structures including inverted index.
- 2015-2016 **Music Recommendation System**.
Implemented item based collaborative filtering with multiple similarity measures.
- 2016 **Terrorist Detection**.
Implemented paper titled "Computing Optimal Monitoring Strategy for Detecting Terrorist Plots" using Python and CPLEX library.
- 2016 **Fruit Ninja**.
Built a web clone for a famous Android game named Fruit Ninja. Game is multi-platform, built using PixiJS, ES6 with fairly complex animations.
- 2015 Sep-Nov **C Shell**.
Linux shell written in C with support for piping, redirection and background execution.
- 2016 **Proxy Server**.
Developed a lightweight http proxy server in Python.
- 2015-2016 **Linux Time Tracker**.
Linux shell based tracker with hierarchical classifiers, Whatsapp forwarding and real-time notifications using Python, Bash, Linux run-levels and lock unlock routines.

Skills

- Proficient Python, Javascript, Django, Django Rest Framework, Linux, Git/Hg, PIXI.js, NoSQL, MySQL, C, C++, Typescript, React, Redux
- Intermediate Bash scripting, PHP, HTML5, CSS, Google Polymer, Flask, OpenGL, PostgreSQL, MongoDB, NumPy, Sklearn, Matlab

Education

- 2013–2018 **B-tech in Computer Science + MS in Computational Natural Sciences, IIT Hyderabad.**

Achievements, Extra Curricular Activities

- Teaching Assistant for Principles of Information Security course.
- Teaching volunteer at *Ashakiran*
- Teaching volunteer at *STEP*
- Scored 247/360 in AIEEE, India's one of the most prestigious exam (Top < 0.5%)

Relevant Courses

Statistical Methods in AI, Information Retrieval and Extraction, Optimization Methods, Principles of Information Security, Introduction to Game Theory, Machine Learning, Mobile Robotics, Advanced Computer Networks, Technology Product Entrepreneurship, Software Engineering, Digital Logic and Processors, Algorithms, Computer System Organization.