KAIVAN P. WADIA

2800 Salado Street,   +1 929-256-0577
Austin, Texas – 78705   www.cs.utexas.edu/users/kwadia   kaivanwadia@gmail.com

EDUCATION:

University of Texas at Austin   **GPA: 3.85/4.0**   **Aug '14 – May '16**
   Master of Science – Computer Science
   Selected Coursework: Distributed Computing, Compilers, Automated Software Development,
   Physical Simulation, Computer Graphics, Advanced Programming Tools, Machine Learning, Neural Nets
   TA: Intro to Programming, Game Development Capstone: 3D, Game Technology

SRM University, Chennai   **GPA: 9.00/10.0**   **Aug '09 - June '13**
   Bachelor of Technology - Computer Science and Engineering

Massachusetts Institute of Technology, USA   **GPA: 4.6/5.0**   **Sept '11 - May '12**
   Selected Coursework: Elements of Software Construction, Creating Video Games, Artificial Intelligence

WORK EXPERIENCE:

Amazon - *Software Development Engineer*   **Austin, USA**   **June '16 – Present**
- Worked on the international expansion of Amazon Business. Launched in Germany, UK, India and Japan.
- Developed a runbook to launch Amazon Business in any country. Used to launch in France, Italy and Spain.
- Developed new back-end microservices and worked on front-end websites.

Jolly Entertainment Inc. - *Software Engineer Intern*   **Austin, USA**   **May '15 – Aug '15**
- Developed various prototypes around the core gameplay idea to test multiple game design features and mechanics.
- Designed and implemented architectural code for Animations, Item and Hero Abilities.
- Worked on the design of synchronous and asynchronous gameplay modes.

Games2Win Pvt. Ltd. - *Software Engineer*   **Mumbai, India**   **June '13 – June '14**
- Responsible for conception and development of multiple games (iOS and Android) throughout their development cycle.
- Developed a game engine used in multiple games themed for children.
- Published games include Crime Squad India, Fab Face Artist, and Parking Frenzy India on the Play Store and App Store.

PROJECTS AND RESEARCH:

Movie Recommendation System using SOMs   **UT Austin, USA**
- Developed a movie recommendation system using Self-Organizing Maps to classify, group and recommend movies.
- Experimented with various types of classification parameters and map sizes.
- Evaluated our recommendations based on various similarity metrics such as dot product, Euclidean distance and cosine angle.

Open Source Smart Watch for Wearable Computing   **SRM University, India**
- Part of a two member team working on an open source smart watch for the Capstone project.
- Capabilities include reading E-mails, Texts, Notifications, Social Networking and Home Automation.

Genetic Crowd   **UT Austin, USA**
- Implemented a web based crowdsourcing system used to evaluate the fitness of artifacts of a genetic algorithm
- Aim of the project was to direct evolution of a genetic algorithm using subjective feedback from human sources
- Results showed improved fitness of the artifacts of the genetic algorithm generated in subsequent generations

The Unwritten Saga   **MIT, USA**
- Designed and implemented the Battle engine for a Japanese themed role playing game.
- Responsible for implementing various abilities the player can use in battle and the AI's for the bots in the game.

Level by Level Pointer Analysis   **UT Austin, USA**
- Group project to implement part of a level by level pointer analysis for C++ using the LLVM backend.
- Implemented a Steensgaard pass and built the function call graph and reduced it to a SCC-DAG.
- Wrote the code to extend the IR from SSA form to Extended-SSA form.

SKILLS:

Programming Languages and Platforms: Java, C/C++, C#, Python, Matlab, Android SDK, Unity 3D, Shell Scripting

VOLUNTEER WORK:

CRY(Child Rights and You) – Volunteered to teach spoken English to under-privileged children in Chennai.
Porbandar School for The Blind - Taught visually impaired students computer skills using the JAWS Software.

LEADERSHIP:

Minister of External Affairs – Fenway House, MIT   **2012**
- Representative for Fenway House on the Living Group Council (LGC) at MIT.
- Responsible for coordinating joint publicity and Rush activities with other Independent Living Groups on the LGC.

Under-Secretary General and Treasurer - Model United Nations (MUN) 2011, SRM University   **2011**
- Part of the core team of 5 responsible for planning and organizing the MUN at SRM University.
- Led the sponsorship team in collecting ₹200,000 via various sponsors for the event.
- Also led the finance team to manage the finances for the event.

Event Coordinator - Aaruush 2010, SRM University   **2010**
- Coordinated a seminar and debate on the Right to Education Act 2009.
- Collaborated with Child Rights and You (CRY) to be a participant in the event.

AWARDS AND HONORS:

Narotam Sekhsaria Foundation Scholar 2014-15 – One of 20 students selected from over 5000 applicants.
J N Tata Scholar 2014-15 – One of 100+ students selected from all over India.
ROBOLYMPIX 2010 – An inter-university competition held at SRM University – Out of 50 participating teams our team's robot won the first prize and the third prize in the Tug Of War and Robo-Rampage events respectively, SRM University.
The Duke of Edinburgh's Award Scheme - attained the Bronze and Silver standards.