

J M Soorya Narayan

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EDUCATION

NATIONAL INSTITUTE OF TECHNOLOGY, TRICHY

B.Tech | 2014 - 2018
Computer Science and Engineering
CGPA: 8.17/10

MES INDIAN SCHOOL

Grad. March 2014 | Doha, Qatar
Best Outgoing Student

LINKS

Github:// [sooryan](#)
LinkedIn:// [soorya-narayan-jm](#)

SKILLS

Languages
Proficient

Python • C • C++

Intermediate

Haskell • JavaScript • Java • Bash

Tools & Tech

Web

HTML5 • CSS • jQuery • Flask • MySQL

Software

Git • Emacs • Hg

COURSEWORK

Data Structures & Algorithms

Computer Architecture

Operating Systems

Networks

Databases

Compilers

Artificial Intelligence

AWARDS

2017, 3rd

Pragyan Capture the Flag Contest

2015, top 10

inGenius Hackathon, Bangalore

2014, Finalist

Indian National Mathematics Olympiad

2013, top 50/17000

Euclid Math Contest, University of
Waterloo, Canada

2013, People's Choice Award

Art Exhibition @ Mathaf, Museum of
Modern Art, Qatar

EXPERIENCE

AMAZON DEVELOPMENT CENTER, INDIA

Software Development Engineer Intern | May - July 2017

- Worked with the Address Intelligence and Experience team
- Built a command line tool to modify and interact with GAM, a data store of customer addresses
- Setup an elasticsearch cluster with the customer address data and made a web-based UI to interact with the cluster
- Practised Agile and Scrum in 2 week sprints
- All code was reviewed and successfully pushed to production

MOZILLA WINTER OF SECURITY

Student Developer | Oct 2016 – April 2017 | Mozilla Security, NSS

- Worked on the BLAKE2 and Argon2 modules for Network Security Services(NSS)
- NSS is a set of libraries designed to support cross-platform development of security-enabled applications like Mozilla Firefox and Google Chrome

HASKELL SUMMER OF CODE

Software Developer | Jun – Sep 2016 | haskell.org

- Worked on **Hackage**, the Haskell community's central package archive of open source software.
- Implemented tagging and redesigned the search algorithm
- Rewrote the reverse-dependencies feature to make it more memory efficient
- Received positive evaluation from mentors. The code was reviewed and pushed to production

PROJECTS

CODE CHARACTER

- Competition where players write and upload their own AI to control troops in a real-time strategy simulation
- Part of the team that designed the service architecture and the game from scratch. Wrote a multi-threaded cross-platform C++ engine for the game and to simulate the AIs.
- App was launched to over 180 participants in Pragyan '17, the int'l tech festival of NIT Trichy.

FLAKES | <http://github.com/sooryan/flakes>

- A tiny 32 bit Kernel implemented in C
- It simply paints the screen a color of your choice and writes text to screen

INTO THE LABYRINTH | <http://festember.com/~soorya>

- A maze based video game built with HTML5 and JavaScript for Festember 2015, the national level cultural festival of NIT Trichy
- Received over 3,900 plays