

Sathvik Sanjeev Buggana

sathviksanjeev.b@research.iiit.ac.in | sathviksanjeevb@gmail.com

EDUCATION

INTERNATIONAL INSTITUTE OF INFORMATION TECHNOLOGY, HYDERABAD

B.TECH IN COMPUTER SCIENCE

2016-2021 (Expected)

Current CGPA : 9.16

FIITJEE JUNIOR COLLEGE, HYD MPC

June 2014 - May 2016

Percentage : 98

GOOD SHEPHERD SCHOOL

Grad. May 2014 | Nandyala, AP

GPA : 9.8

COURSEWORK

COURSES

Computer Programming

IT Workshop 1 and 2

Digital Logic and Processors

Computer System Organization

Data Structures

Structured System Analysis and Design

Algorithms

Introduction to Databases

Operating Systems

Statistical Methods in AI

Graphics

CNS Courses

SKILLS

PROGRAMMING

OS: Linux/GNU, Windows

Programming Languages: C, C++, Java(Basic)

Scripting: Python, Php, Bash

Web Dev. Technology: HTML5, CSS3

, JavaScript, JQuery, NodeJs, Bootstrap

Web Frameworks: MySQL, Django, Ruby on Rails:

Databases: MySQL, MongoDB

Graphics: OpenGL2/3, WebGL

Image Processing: Matlab

LINKS

Github:// 7vikpeculiar

Gitlab:// 7vikpeculiar

WORK EXPERIENCE

NEBULAE SOFT | SOFTWARE ENGINEERING INTERN

Aug 2017 - Nov 2017

- A three month internship as a part of Structured Systems and Development Group.
- Using Mongoose, MongoDB, NodeJs primarily, I helped in extending the functionality of the client's existing app.
- Used a systems oriented approach with detailed documentation, as this was a project for SSAD Course.

MAJOR PROJECT EXPERIENCE

FACE RECOGNITION FROM SCRATCH

Monsoon 2018 | Part of Statistical Methods in AI course

- Using basic concepts (PCA) and basic Python libraries like Numpy, Python - PIL library, a face recognition classifier has been designed.
- Designed a Naive Bayes and Linear Classifier from basic concepts.

C-SHELL

Monsoon 2018 | Part of Operating Systems Course

- Built a Bash-like shell using C and POSIX Syscalls.
- Implemented certain built-in commands from scratch (cd, ls, pwd, echo).
- Implemented background and foreground processes, piping and redirection.

GAME DEVELOPMENT

Spring 2018 | Part of Graphics Course

- Using OpenGL and WebGL, I designed a few games.
- A 2D Mario type game, where the player controls a ball, in a terrain collecting coins and killing enemy spikes.
- A 3D version of Legend of Zelda, where the character moves in a boat, killing monsters of various difficulties, and various views.
- Used WebGL to create a tunnel rush game.
- In all these projects, I extensively used, the concepts of camera movement, rotation, changing perspective.

CNS PROJECTS

Spring 2017, Monsoon 2018 | Various projects in CNS Courses

- Extensive use of Python for Molecular Dynamic Simulations, & Bio-Informatic Tasks such as Phylogenetic Tree construction & analyzing Protein Structures.

ACADEMIC EXPERIENCE

TEACHING ASSISTANT REAL ANALYSIS

Monsoon 2018

- Assistant to Prof. Lakshmi Burra for Real Analysis course (UG-1st year course)
- Responsibilities include weekly tutorials, holding office hours, grading quizzes and assignments

AWARDS

2018 top 5% Dean's List (7 stars)

2017 top 5% Dean's List (4 stars)