

EDUCATION

Bachelor of Science (Honors): Computer Science, December 2019
Mississippi State University (MSU) – Starkville, MS
CGPA: 3.96
Minor: Mathematics

EXPERIENCE

Software Engineering Intern (Multimedia) | QUALCOMM [Summer 2019 - Present]
• Designing, prototyping and developing software drivers in Linux kernel and User space programming to improve software stack in Snapdragon processors

Machine Learning SWE Intern | ADTRAN [Summer 2018]
• Performed data loop Analysis on VDSL Data HLog, QLN, SNR, and BAT for self-healing automated network
• Introduced guided performance benchmarks for anomaly detection in access networks using supervised/unsupervised/regression Machine Learning techniques

Software Engineering Intern (Fiber Access) | ADTRAN [Spring 2018]
• Delivered a new CLI interface for the EPON OLT network architecture in C++ using YANG over NETCONF
• Architected new network interface for ONT provisioning port over REST to ease configuration protocol
• Aided in the layout of new software packages, implemented unit testing and code refactoring while engaging in agile workflow and scrum standups to extend CI/CD

Google CodeU Developer | GOOGLE [Spring/Summer 2017]
• Designed and developed a messaging app in C++ along with regular code reviews under the mentorship of Google Engineers
• Improved the client GUI of the app, added persistent message data storage, implemented a chat bot and statistics analyzing system

RESEARCH

Undergraduate Researcher | High Performance Computing, MSU [Fall 2017 - Present]
• Constructing an open-source C++ library as an adaptive 3D mesh refinement API and a computational tool for topology optimization
• Profiled open source project MAST to improve runtime and developed python/bash scripts as package installer

Undergraduate Researcher | CSE Department, MSU [Spring 2016]
• Engineered a hexapod robot to navigate through a maze autonomously using ultrasonic sensors as a proof of concept for use in search and Rescue operation
• Presented research abstract "Object Detection and Avoidance Using Hexapod Robot" at University Symposium

PROJECTS

TRASH - TAG | Crimson Hacks - Hackathon, (Most Event Driven Award) [Spring 2019]
• Built a physical reward system to a social phenomenon to promote the trash tag
• Utilized GCP, AWS and OpenCV for object, face detection/recognition as well as setting up SQL database

NOTIFY APP | ADTRAN 18 - Hackathon [Summer 2018]
• Constructed a java Android app backed with Supervised Machine Learning to prioritize phone notifications

FINANCIAL VOICE | Crimson Hacks - Hackathon [Spring 2018]
• Built a smart speech-enabled assistant to help blind people manage finance budget
• Integrated Machine Learning SVR algorithm python backend to make stock trade recommendations

MYO CRANE | Hack State - Hackathon, (1st place) [Fall 2017]
• Unified the MYO Armband and MYOduino API to wirelessly manipulate the mini scaled construction crane in Arduino with C++ by using hand gestures

OTHER PROJECTS

Personal Website | Snake Game | Red-Box Movie Software | Cheat card Game [2015 - 2018]

TECHNICAL SKILLS

Programming Languages: C/C++, Python, Shell, Java, PHP, Verilog, HTML/CSS
Technologies: Flask, Perforce, GitHub, JIRA, Arduino, G-Prof, Postman, MULTI, Android