


Anudeep Yakkala

🏠 <https://anudeepyakkala.com> ✉ ayakkala@purdue.edu 🎧 AnudeepYakkala  ayakkala 📞 (408) 901-9408



Education

Purdue University (West Lafayette)
B.S. Computer Science
3.74 GPA, Graduating May 2022
Dean's List (2018/2019)



Skills

Languages: Java, C, Python, HTML/CSS

Other: Unix/Linux, Machine Learning,
Data Analysis, Firebase, Git



Coursework

Object-Orientated Programming in Java
Programming in C
Programming in Python
Introduction to Machine Learning
Computer Architecture
Discrete Mathematics
Multivariable Calculus
Linear Algebra
Introduction to Statistics
Principles of Macroeconomics
Principles Microeconomics
Introduction to Data Visualization



Involvement

Floor Senator

Represent my floor in Executive Board meetings. Plan Weekly floor events and manage our budget to make the floor a better place for the residents.

SIGAPP Developer

Work with the Police Department to develop a mobile application that modernizes the Purdue safe-walk program to make it more accessible for students.



Experience

Hello World Hackathon

March 2019 - Present

Organizer

- Obtain a venue and coordinate catering for the Hackathon to accommodate participants
- Assess applications, interview, and select Mentors to assist participants during the hackathon
- Organize workshops prior to and during the event to provide participants with technical skills that they can use during the hackathon

TutorSync

April 2018 – October 2018

Tutor

- Taught math and science to middle schoolers through private tutoring sessions to help students with homework and prepare them for tests
- Proofread essays and provided feedback to help students improve their writing



Projects

Heart Disease Predictor

August 2019

- Developed a random forest model to predict if someone has Heart Disease using factors such as age, blood pressure, and heart rate
- Varied n-estimators, tree depth, maximum features, and minimum impurity split to optimize the model
- Achieved 85% accuracy, 84% true-positive rate, and 88% true-negative rate after training the model and testing it with various inputs

8Puzzle Solver

July 2019

- Created a board data type that uses the Manhattan distance between the current board and the goal board to display all possible moves for a given game state
- Implemented a Solver that displays the minimum number of moves and the steps to solve an 8puzzle using the A* search algorithm and a priority queue

Rugby Data Analysis, Datafest Hackathon

March 2019

- Worked with a team of five to construct an algorithm that standardizes data from a woman's rugby team and calculates a "wellness factor" for each player
- Analyzed how "wellness factor" is correlated with game performance and created visualizations to present our findings

Budget Manager, Boilermake Hackathon

October 2018

- Collaborated with a team of three other participants to build a website that allows users to manage their finances
- Implemented authentication and stored user information through Firebase
- Designed an algorithm to provide users with a personalized spending goal so that they can save for items on their Wishlist