Aryan Karnati

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EDUCATION

University of Southern California, Viterbi School of Engineering, Los Angeles, CA Aug'2022-May 2024
Master of Science, Computer Science

JNTUH College of Engineering Hyderabad, India 2018-2022
Bachelor of Technology, Computer Science and Engineering – CGPA **9.33/10**- (Awarded **First Class with distinction)**
Relevant Coursework: Data structures and Algorithms, Database Management, Operating Systems, Object Oriented Programming, Computer Networks, Compiler Design, Web Technologies, Artificial Intelligence and Machine Learning.

TECHNICAL SKILLS

Languages: Python, C, C++, Java, Javascript, HTML5, CSS3, SQL, PHP.
Tools & Technologies: Flask, FastAPI, Django, React, AWS (EC2, S3, DynamoDB, SES, Lambda), Azure, Git, MySQL, PostgreSQL, Pandas TensorFlow, PyTorch.

WORK EXPERIENCE

Associate Software Developer Intern, **Teradata,** Hyderabad India Jan '22–Jun '22

- Worked as a full-time software intern for Teradata's **Multi-Cloud Provisioning** Team. Built and deployed a dashboard where an employee can view the cost of cloud resources from the three major cloud platforms (AWS, GCP, and Azure).
- Functions of the application include fetching the cost details using the API and sending daily, weekly, monthly alerts to users with a list of instances (EC2s and VMs) running and to shut them down when necessary.
- Tools used: FastAPI, DynamoDB, AWS Lambda, Azure, GCP.

Software Engineering Intern, **JNTU Innovation Hub,** Hyderabad, India Nov '21–Jan '22

- Developed a full-stack web application where employers can post jobs on the **J-hub portal**. Performed **Resume Datamining** to match recruiters with the potential candidates.
- Performed Named Entity Recognition on over 90,000 annotated sentences using **Flair.**
- Obtained an accuracy of 0.82 and 0.87 f-score(macro).
- Tools used: Flask, SQLite, Angular JS, Flair.

PROJECTS

Sorting Visualizer Feb'22

- A JavaScript application to analyze working of sorting algorithms like merge sort, quick sort, bubble sort, insertion sort and selection sort.

Speed Word Typing Game Dec '21 – Jan '22

- The Typing Game helps people to increase their typing speed. Random words appear and the user has to type in the words in the provided input field. The game is made using JavaScript, HTML and Bootstrap.

Hate Speech Detection from Twitter Data Oct '21 – Nov '21

- Developed a machine learning model to identify hate speech on a dataset of over 35,000 tweets collected from twitter.
- Performed data cleaning, data analysis and visualization on text data.
- Used several Machine Learning techniques like Logistic Regression, SVM, XGBoost, DNN to perform comparative analysis. Obtained highest accuracy of 91.3% using **XGBoost**.

COVID-19 Help Desk Sep'21 – Oct '21

- Created a real-time web application to provide information about the availability of beds and vaccines to users based on their location, during the severe second wave of Covid-19.

Maze Solver Sep '20 – Oct '20

- Objective: Used various algorithms (DFS, BFS, Dijkstra, A*) to solve a maze problem from given input image using C++, OpenCV and Chrono.

ACHIEVEMENTS

- Secured first place in Quest, JNTU Coding Hackathon in December 2019.
- Served as a School Pupil Leader(SPL) in my high school 2015-2016