

CHANDRA SHEKAR SURYADEVARA

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SKILL SUMMARY

- **Programming Languages:** Proficient in C/C++, Python, Java, JavaScript, Assembly, Functional languages and Shell Scripting.
- **Libraries Worked on:** TensorFlow, Pytorch, Ansible and various python libraries.
- **Software Development Tools:** Google Collab, Visual Studio, Jupyter Notebook, PyCharm, Eclipse.
- **Operating Systems:** Experienced in Linux, Mac and Windows environments.
- **Key Competencies:** Automation, Deep Learning, Neural Networks, Agile Software Development, Networking, Object-Oriented Programming, Design Principles, Rapid Learning Adaptability and Confident Achiever.

EDUCATION

Bachelor of Science - Computer Science

University of Lethbridge, Lethbridge, AB

- GPA: 3.59
- Cooperative Education Student

RELATED EXPERIENCE

Network Analyst Intern

Jan 2024 – Present

University of Lethbridge IT Department, Lethbridge AB

- Implementation of NetBox for server and live data management and conducting thorough code reviews for optimal performance.
- Integrated Netbox server with SNMP walk and interfaced with other Python libraries.
- Leveraged Ansible for automation, streamlining operational workflows and enhancing efficiency in routine tasks.
- Continuously learning and applying innovative thinking to support the team and improve operational processes.
- Contributing technical expertise and driving innovation in network management at university.
- By actively communicating, reporting issues promptly, and coordinating with the supervisor.

Undergraduate Student Researcher

Sep 2023 – Present

University of Lethbridge, Lethbridge AB

- Led a project focusing on Conditional Generative Adversarial Networks (CGANs) to generate rat movement videos by leveraging neural and spike data.
- Experienced challenges in data acquisition from colleagues initially; collaborated to troubleshoot and resolve issues, ensuring successful data collection.
- Collaborated with a multidisciplinary team, including neuroscientists, to ensure accurate data interpretation.
- Acquired in-depth knowledge of neural networks, GANs, CGANs, and various data-driven research methodologies.

COURSE PROJECTS

Student Programmer

May 2023 – July 2023

Artificial Intelligence

University of Lethbridge, Lethbridge AB

- Engineered an LSTM-based stock market prediction system empowered by neural network architecture and integrated with a Tkinter graphical user interface (GUI).
- Methodically gathered and preprocessed extensive historical stock data from credible sources to train the neural network-driven LSTM model.
- Led a remote team spread across different geographical locations. Effectively coordinated remotely using MS Teams and delivered the project within the expected deadlines.
- Conducted comprehensive testing and rigorous evaluation. Benchmarked the predictive accuracy of the LSTM-based system against actual market data.

Student Programmer

Sep 2022 – Dec 2022

Software Engineering

University of Lethbridge, Lethbridge AB

- Led a team in the development of a captivating text-based game with diverse environments and engaging mini-games, utilizing design principles and adhering to SOLID principles.
- Employed object-oriented programming principles to architect a robust and flexible game structure, enhancing code efficiency and maintainability.
- Applied robust problem-solving skills and extensively utilized unit testing to debug and ensure a seamless gaming experience for users.
- Proficiently utilized version control systems to effectively manage and track project progress, ensuring seamless collaboration and efficient development iterations.

ADDITIONAL EXPERIENCE

Robotics Club President

Sep 2023 – Present

University of Lethbridge, Lethbridge AB

- Founded and led the Robotics Club, initiating hands-on projects and forming teams.
- Organized custom robotics competitions including line-following and Sumo Robot Fights.
- Secured funding for competitions from the Dean of Arts and Science.
- Developing university teams for competitive robot events across Canada.
- Conducted workshops on ROS and microcontroller programming.
- Managed events and employed effective social media strategies.

INTERESTS

- **Buidling Robots.**
- **Street Photography.**
- **Cricket.**
- **Gaming.**