Aarya Atluri

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EDUCATION

The University of Texas at Austin

Austin, TX

Bachelor of Science in Electrical and Computer Engineering, Software Engineering Track

Aug. 2020 - Dec. 2023

• Relevant Coursework: Software Engineering & Design Lab, Software Design and Implementation I & II, Algorithms, Operating Systems, Embedded Systems, Discrete Math, Digital Logic and Design, Software Architectures

TECHNICAL SKILLS

Languages: Java, Python, C/C++, Ruby, Assembly, C#, JavaScript, HTML/CSS

Frameworks/Libraries: OpenCV, Flask, PyTorch, Firebase, TensorFlow, Spring, Django, Ruby on Rails

Developer Tools: AWS, Docker, MongoDB, Heroku, Azure, Kubernetes, Android Studio, JIRA, Confluence, Git

EXPERIENCE

NVIDIA May 2022 – Aug. 2022

Software Engineer Intern

Santa Clara, CA

- Design and implement build architecture for Android OS on a new version of NVIDIA Shield TV
- Integrate essential features into Android Automotive OS to prepare for release in Mercedes Self-Driving vehicles

AMD Aug. 2021 – Dec. 2021

Embedded Software Engineer Intern

Santa Clara, CA

- Develop OpenBMC firmware releases for customer reference boards increasing firmware usage by 12% and driving an 18% increase in efficiency for AMD data centers supported by Onyx workstation machines
- Prepare new features for BMC firmware and utilize cross-compilers to port OpenBMC for Linux users
- Reduced server-side memory usage for Cloud Service Providers through leveraging modern APIs and libraries to overhaul legacy components
- Program a firmware update and BIOS verification software with **Redfish API** deployed to 85% of Xilinx servers

Sock Club

May 2021 - Aug. 2021

Software Engineer Intern

Austin, TX

- Employ **graph embedding** with the **Node2Vec algorithm** to create a KeyWord generation tool for search engine optimization for the marketing department to **reduce Ad-Sense keyword costs by** ~19%
- Engineer a Natural Language Processing Model using OpenAI's GPT-3 API to generate SEO Content to gain traction through Google's backlink ranking system resulting in an increase of ~3700 clicks per day
- Integrated a streamlined product design tool API utilized by the operations team to automate design uploads to PostgreSQL, saving designers $\sim 4,500$ hours a year
- Maintain and develop Sock Club's **Ruby on Rails** website **infrastructure** and overhauled internal order processing and tooling page shortening overall turnaround time to manufacturers by **15**%

NASA May. 2020 – Aug. 2020

Software Engineer Intern

Houston, TX

- Collaborate with Masters students and engineers to research and develop an interruptible WFD(Wave Frontier Detector) Algorithm for use in autonomous semantic mapping and navigation
- Implement a calibration algorithm for a network of Azure Kinect Cameras with utility in motion prediction

PROJECTS

⟨⟩ Iverson Model | Python, Azure, Firebase, PostgreSQL, Git

Feb. 2021 – May 2021

- Train and develop a betting odds determining Machine Learning model based on 18.9k basketball statistics, using Azure Data Classification Tool
- Deploy a program to utilize model to estimate outcomes to every match and statistical over/under betting odds for the next year and estimated 11% greater odds of return when compared to Vegas odds
- ⟨/> DisCollectibles | Discord API, Python, Flask, Heroku, MongoDB

March 2020 - May 2021

- Discord application utilizing a centralized database storing user statistics and enabling a user marketplace with the purpose of increasing user interaction in various communities
- Launch an application in 100+ communities to track user statistics and allow moderators to enable growth and engagement