Siddartha Devic

Curriculum vitae

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Education

2017 – 2021 **B.S. Computer Science and Mathematics**
Double Major, 3.92/4.0
The University of Texas at Dallas

2013 – 2017 **International Baccalaureate Diploma**
Westwood HS, Austin TX

Software skills

Advanced: Tensorflow, Python, Linux, QT, MIPS Assembly, Java, C++

Intermediate: C#, C, vim, git, LaTeX, Unity3D

Research Experience

May 2018 – Present
Machine Learning and Networking, UTD
Advanced Network Research Lab

Developing a method to create Resilient Deep Distributed Neural Networks (RDDNNs). To appear.

October 2017 – Present
Machine Learning, UTD
Student Researcher

Work includes convex function fitting and neural networks. Independent investigations mentored by Dr. Nicholas Ruozzi, a machine learning professor at UT Dallas.

June 2017 – August 2017
Virtual Reality, UTD
FIVE Lab

Developed a novel method for physical object selection and representation in virtual reality. Prototyped using Unity3D and the HTC VIVE virtual reality headset.

Honors and Awards

Intel Innovate FPGA Semi-finalist (Top 20 US)
School of Engineering Dean's List (Top 10%)
Computing Scholars (CS^2) Honors Program
Collegium V Multidisciplinary Honors Program
Academic Excellence Scholarship (Honors level)
Clark Research Program (Summer 2017)
Clark Research Program (Mentor, Summer 2018)

Relevant Coursework

Algorithms and Data Structures, Computer Architecture, Discrete Math I & II, Differential Equations, Probability, Abstract Algebra, Linear Algebra.

Selected Projects

2018 **Improving Traffic Safety and Efficiency Through Deep Learning**
Working with two NVIDIA employees to create an FPGA accelerated object detection system for traffic lights. Implementing the YOLO neural network architecture for live video feeds to improve recognition of bikes and motorcycles at traffic signals. Qualified for the semi-final round of Intel Innovate FPGA, part of the top 20 teams in the Americas region.

2018 **Food.ar - Hacktech 2018, Caltech**
An iOS application that takes 3D models of food items at restaurants, and displays them in augmented reality—to scale. This allows users to see what the food they are going to order will look like. Front end created using Swift, ARkit, and AWS Lambda, back end used Flask, Azure, Amazon Alexa Skills, and Microsoft Cognitive Services.

2017 **MyUTD (Google Play Store)**
An Android application to track public transportation in the form of comet cabs around the UTD campus. Utilizes the QT cross-platform development framework, C++, QML, and JavaScript. Recognized by the application development team at the UTD Office of Information Technology.

Student Activities

April 2018 - Present
Director of Education - ACM UTD Chapter. Manage a team of students to provide free tutoring for upper division computer science classes, organize and attend general ACM industry events. 6-8 hours per week.

March 2018 - Present
Empower Through Code - Provide weekly free cs tutoring and mentorship for middle school girls in lower income areas. Expose them to critical thinking and applied math. 3-4 hours per week.