Koushik Reddy Gajjala

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EDUCATION

California State University Chico - CA, Master's in Computer Science, GPA - 3.79 / 4.0

May 2024

SRM Institute of Science and Technology - IN, Bachelor's in Computer Science and Engineering, GPA - 9.7 / 10

May 2022

EXPERIENCE

Oct 2020 - Mar 2021 NearXture

Web Development Intern

Bengaluru, IN

- Completed web development internship, demonstrating proficiency in HTML, CSS, JavaScript, Figma and React.
- Assisted in developing an e-commerce website using React for the frontend and Node.js for the backend, contributing to a team that optimized website loading time by 20%.

PROJECTS

FindIt (Python, FastAPI, OpenAI, chromadb, Large Language Model)

Jun 2024 - Present

Repo: https://github.com/Gajjela-Koushik-Reddy/findit

Developed an addon AI bot for a learning management system that assists students in finding resources, summarizing content, creating quiz questions, and making action plans for exam preparation using LLM.

MicroServices (Java, Spring Boot, PostgreSQL, Postman, Kafka, Docker, Kubernetes, Heml, OAuth2)

May 2024 - Jun 2024

Repo: https://github.com/Gajjela-Koushik-Reddy/microservices

Built scalable backend for banking REST APIs using microservices, MVC, and event-driven architecture, and implemented monitoring services with Grafana, Loki, and Promtail. The solution was deployed in a Google Cloud Kubernetes cluster.

REST API (Java, Spring Boot, PostgreSQL, Postman)

May 21, 2024

Repo: https://github.com/Gajjela-Koushik-Reddy/runnerz

Built REST API that does CRUD operations with PostgreSQL database using Model View Controller (MVC) architecture.

SnapNFix (Figma, Dart, Flutter and Firebase)

Sept 2023 – Dec 2023

Repo: https://github.com/Gajjela-Koushik-Reddy/snapNfix

 SnapNFix is an Android Application used to streamline the tracking and management of structural defects in diverse settings such as apartments, construction sites, farms, and industrial areas.

Open-Source Pantry Manager (React, TypeScript, ExpressJS, nodeJS, Docker and PostgreSQL) Repo: https://github.com/ChicoState/PantryNode

Feb 2023 – May 2023

Collaborated with a team of 2, to design and implement an expiry page view and a user-friendly interface that increased food tracking efficiency by 20% and 30% reduction in waste.

Advanced Driver Assistance System (OpenCV, C++)

Feb 2023 - May 2023

- Led a team of 5, implementing features such as lane detection, traffic light detection, pedestrian detection, vehicle detection with distance estimation, and stop sign detection by training HOG SVM Machine Learning Model.
- Employed frame subsampling along with P-threads to enhance performance, increasing the frame rate from 4fps to 24-27fps.

SKILLS

- **Presentation Skills:** MS Powerpoint, Word, Excel
- Front End: HTML, CSS, JQuery, Figma, Bootstrap, ReactJS, Angular, Flutter
- Back End and Database: MySQL, PostgreSQL, MongoDB, Firebase, NodeJS, ExpressJS
- DevOps: Git, Gitlab, Docker, Kubernetes, Maven
- Programming Languages: C, C++, Python, Java, JavaScript, TypeScript, Dart

INVOLVEMENT

Logic Play Student Club - SRM Institute of Science and Technology AI/ML Team Member