

Jeethesh Pallinti

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EDUCATION

GTCC

A.S. with a Computer Science focus, GPA: 3.8, Dean's List

Spring 2024
Greensboro, NC

- Data structures and Algorithms, Advanced Java, Advanced C++, Python

UNCG

B.S. Computer Science, GPA: 4.0, Chancellor's List, Junior

Expected Spring 2026

- Foundations of Computer Science I & II, Assembly, Advanced Data Structures, System Programming

PROJECTS

Dark Souls 3: [Archthrones](#) mod

2020-present

Backend Developer

- A lead developer for a full overhaul of Dark Souls 3's enemies, combat, and levels (250,000+ [downloads](#))
- Developed AI in Lua and scripted game events in TypeScript
- Created DLLs in C++ to modify executable behavior via Microsoft Detours
- Designed systems to compile and process player data using Python, creating visualizations from CSV files
- Built C++ DLLs for player data logging, modified logging functions for server communication, and managed collaboration with over 100 team members on Github

Dark Souls 3: [Convergence](#) mod

2022-2023

Backend Developer

- Assisted in a major overhaul project with 600,000+ downloads by scripting enemy AI in Lua and events in TypeScript

Handwritten letter classifier

2025

Python, machine learning, pytorch, matplotlib

- Trained a basic neural network on the MNIST dataset for handwritten digit classification
- Built a prediction pipeline with image preprocessing (invert, resize, center, normalize)

FTP Client-Server Application

2025

C++, socket programming, file transfer

- Built an FTP-like server and client using TCP sockets for file transfer operations
- Implemented commands to list files, upload files, download files, and manage connections

Marketplace Inventory Management System

2025

Java, object-oriented programming, file management

- Built a command line inventory system with user and manager roles for adding, removing, and adjusting product listings, along with shopping cart/checkout functionality

Real-Time Speech Transcription Application

2024

Python, machine learning, whisper, tkinter

- Built a live transcription system using OpenAI Whisper models with microphone and desktop input
- Designed a multi-threaded GUI to display real-time rough translations alongside refined final transcriptions

SKILLS & INTERESTS

- **Programming Languages:** Python, C++, Lua, Java, TypeScript, Javascript, C#.
- **Technical Skills:** Network Programming, Algorithms, Machine Learning, Multi-threaded Design, Data Visualization
- **Tools & Technologies:** GitHub, Matplotlib, tkinter, Detours, SQL
- **Interests:** STEM, game modding and amateur microelectronics.