

Saurabh Mylavaram

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EDUCATION

UNIVERSITY OF MINNESOTA

MS IN COMPUTER SCIENCE

May 2021 | Minneapolis, MN

GPA: 4.0 / 4.0

IIT DELHI

BTECH IN ELECTRICAL ENGINEER.

May 2017 | Delhi, India

Thesis: Twitter Sentiment Analysis

LINKS

Github:// [M-S-Saurabh](#)

LinkedIn:// [saurabh-mylavaram](#)

Website:// [Animation projects](#)

COURSEWORK

GRADUATE

Recommender Systems

Computer Vision

Artificial Intelligence II

Database Systems

Animation & Planning in Games

UNDERGRADUATE

Intro to Machine Learning

Software design practices

Operating Systems

Signals & Systems

SKILLS

PROGRAMMING

C++ • Java • Python • Javascript

SQL • HTML & CSS • Matlab

Also worked on:

Android • Latex • Linux • AWS

NodeJS • Angular • VueJS

AWARDS

2011 KVPY research Fellowship

2013 99.98 percentile in IIT-JEE

Engineering Entrance
Exam

2011 Indian National Jr. Science

Olympiad (INJSO) Finalist

EXPERIENCE

DELL EMC | GRADUATE INTERN

June 2020 - July 2020 | Remote

- Developed test automation workflows for MX7000 server chassis using Axon.
- Collects data counters and covered 100% of tests (storage and network workloads) giving the user an overview of system health.
- Led to the discovery of pre-existing problems which caused switch shutdown.

SAMSUNG | ENGINEER - DATA INTELLIGENCE

July 2017 - July 2019 | Delhi

- Wrote web-crawlers and parsers to scrape product reviews from the web.
- Proposed and built a solution to increase price data collection by 2 times.
- Ownership of a sub-module 'Task Management System' within the project.
- Took initiative to manage AWS services like EC2, S3, RDS, Lambda, IAM and Cloudwatch for the project.
- Created a dashboard which visualized sentiment analysis results (Vue, Spring).

CITIBANK | SOFTWARE ENGINEERING INTERN

May 2016 - July 2016 | Pune, India

- Designed and built a web-application to track the progress of internal projects.
- Following Agile framework, went from design stage through to multiple iterations by incorporating evolving requirements from users.
- Used MongoDB to store data, NodeJS+Express to expose RESTful APIs and consumed them via an AngularJS based front-end.

PROJECTS

AI FOR SUPER MARIO | PYTHON | SPRING 2020

Developed a Deep Q-Learning based neural network agent which completed the first level and beats a naive CNN based implementation.

MOVIE RECOMMENDER SYSTEMS | PYTHON | FALL 2020

- Implemented Content-based (genre & tf-idf based), Collaborative filtering based, and Deep Learning based systems to predict user ratings
- Analyzed metrics like prediction accuracy, top-n ranking, serendipity etc.

FACE TRACKING | PYTHON | FALL 2020

- Computed SIFT features between image and face template and used RANSAC to get an estimate of affine transform.
- Used Inverse-Compositional image alignment to refine the transform and track face across multiple frames.

GAME ANIMATIONS | PROCESSING (JAVA) | SPRING 2020

- Implemented particle systems from the scratch to simulate waterfalls, fires and spells. Link: <https://tinyurl.com/y6kzapje>
- Used spring-mass systems to create natural looking animated cloth.
- Implemented A-star search and RRT based search to plan the motion of crowds of animated creatures.

EXTRA CURRICULAR

- Volunteer for Great-Workplace Initiative at Samsung