Meghasrivardhan Pulakhandam

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PROFESSIONAL SUMMARY

Innovative Computer Science Master's student at CU Boulder with hands-on experience in software development, machine learning, graphic design, and cross-platform app creation. Led projects that significantly increased user engagement and improved system performance.

EDUCATION

UNIVERSITY OF COLORADO BOULDER, Boulder, CO   Aug 2024 – May 2026
Master of Science in Computer Science   *GPA: 4.0*

SRM INSTITUTE OF SCIENCE AND TECHNOLOGY, Chennai, India   Aug 2020 – May 2024
Bachelor of Technology in Computer Science   *GPA: 3.985*
Honor Awards: Performance-Based Scholarship (2020-21)

SKILLS

Programming Languages: C, C++, Dart, Java, JavaScript, Typescript, Python
Tools & Libraries: AWS RDS, AWS S3, Docker, Git/GitHub, Google Cloud, Kubernetes, NPM, Redis, Snowflake, TensorFlow, Tableau, PowerBI
Frameworks: Express, Flutter, ReactJS, Redux, NodeJS,
Graphic Design: Fresco, Illustrator, Photoshop, Procreate, Rive
Database: Firebase, MySQL, Oracle SQL, PostgreSQL, MongoDB, Neo4j

PROFESSIONAL EXPERIENCE

INFOSYS – (UNDER SRM)
IOS Design Development Intern   Apr 2023 – Jun 2023
- Directed the design and development of the Parking-Stance prototype, aimed at streamlining parking management through innovative solutions.
- Orchestrated the creation of a sensor-based system to track vehicle start and exit times, automatically calculating parking charges to improve efficiency and user experience.

ANSRCOACH
Flutter Developer Intern   Jan 2023 – Feb 2023
- Spearheaded the development of a cross-platform study application using Flutter, enhancing student engagement by 30% through interactive animations and optimizing real-time data updates with a Node.js backend and MongoDB.
- Collaborated with educational stakeholders to ensure the app's features met academic needs, resulting in a 30% increase in user satisfaction while designing a scalable, user-friendly solution to improve the overall learning experience.

ROBOLAB
Machine Learning Developer   May 2022 – Jul 2022
- Developed a Machine Learning model using Arduino software for Tetrix, improving object detection accuracy by 10% and enhancing overall project capabilities through system optimization that boosted project efficiency by 15%.
- Engineered a server-client model using Autoauto software, enhancing the car's image processing capabilities by 25% and achieving a 20% increase in real-time image analysis accuracy through extensive testing.

AJNAAI – (UNDER SRM)
Deep Learning Developer Intern   Mar 2022 – Apr 2022
- Led a team of 7 in developing an AI-based fire detection model using Deep Learning algorithms on the Jetson Nano Developer Kit, increasing detection accuracy by 30% and improving overall system performance by 25%.
- Directed model optimization through rigorous testing, resulting in a 40% increase in detection speed and reliability. Authored technical documentation and collaborated with stakeholders to prioritize key enhancements, streamlining workflows.