

MONANGI VENKATA SATYA SAI PRITHVI

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EDUCATION

University of Florida, Gainesville, Florida, USA.

Master of Science in Computer Science.

August 2016-Present

CGPA: N.A.

Vellore Institute of Technology, Vellore, India.

Bachelor of Technology in Electronics and Communication Engineering.

July 2011-May 2015

CGPA: 8.67/10.0

EXPERIENCE

SapientNitro:

Associate Technology, L1

June 2015 - June 2016

- Developed REST services for integrating ShopRunner and Virtual Mirror modules of Ray-Ban.
- Monitored and fixed issues in Content and Order Management systems, Oracle DB and JSP pages.
- Created a Java based tool to unify redundant customer data of LensCrafters stores and created customer groups based on the items purchased.
- Created a Java API to generate Order feed files for TargetOptical.

SKILLS

Programming: Java, J2EE(Advanced), HTML/CSS(moderate), SQL, C, Python(moderate), PySpark

Frameworks: Struts, IBM Web Sphere Commerce

Operating Systems: Windows, Linux

RELEVANT COURSES

Elements of Machine Intelligence, Analysis of Algorithms, BioInformatics, Computer Networks (Coursera), Computer Programming and Problem Solving, Data Structures and Algorithms, Computer Communication, Probability theory and Random Process

PROJECTS

Power Plant Machine Learning Pipeline Application using PySpark

July-2016

- Performed Extract-Transform-Load and Exploratory Data Analysis on a real-world power plant data set to create predictions of power demand based on historical information and environmental factors.
- Random Forest tree model with an ensemble of 30 Trees and depth of 8 has been identified as the best fit model.

Design and Implementation of a ML Regression algorithm using Python SciPy

September-2016

- Developed a regression model to estimate the value of next sample of a time varying signal.
- Optimal values of hyper parameters have been calculated using Least Mean Squares Regression algorithm to fit the data set.

Call Admission Control Algorithm design for Heterogeneous Wireless Networks

May-2015

- Developed and implemented a call admission algorithm for integration of wireless networks UMTS and WLAN using the advantages of both standards.
- Call drop probability is observed to be reduced from 0.05 to 0.02 with this hybrid network design.

2048 Game in C

November-2014

- Implemented the popular game 2048 using Matrix transformations and random number generation.

ACHIEVEMENTS AND ACTIVITIES

- One of the founding members of a Non Profit Organization, Spartans Association of Youth.
- Stood among the top 2.5 percentile in VITEEE-2011 among 1,60,000 students.
- SBI merit Scholarship for Academic excellence (200,000 INR).
- Successfully completed online course 'Computer Networks' through Coursera offered by University of Washington.