

Moses Madavaram

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EDUCATION

Pennsylvania State University
Bachelor of Science in Computer Science

Middletown, PA
Jan 2022 – May 2025

TECHNICAL SKILLS

Languages: Python, Java, C, C++, SQL, NoSQL, JavaScript, HTML, CSS, R, C#, Typescript, FORTRAN
Frameworks: React, React Native, Node.js, Flask, Jest, Django, Spring, Vue, Angular, Next.js
Developer Tools: Git, Docker, Github, AWS, Google Cloud Platform, VS Code, PyCharm, IntelliJ, Postman, PowerBI, Jupyter Notebook, Kubernetes
Libraries/Other: pandas, NumPy, Matplotlib, TensorFlow, scikit-learn, PyTorch, OpenCV, Agile, Linux, Unix, Tableau, Microsoft Access, Microsoft Office, Cybersecurity, IT, Networking, REST, JSON, Gradle, JUnit, Selenium, Unity, Operating Systems

EXPERIENCE

Software Engineer

Penn State Health

January 2025 – May 2025

Pennsylvania State University

- Engineered a Django-based web application that enabled real-time monitoring of sensor data, improving data accessibility and operational responsiveness
- Drove backend development within an Agile team, delivering high-impact features on schedule through efficient collaboration and sprint planning
- Increased system reliability and reduced bugs through comprehensive unit testing, ensuring accurate and consistent data flow

Enterprise Architect Intern

Fulton Bank

October 2024 – February 2025

Remote

- Spearheading project management with Agile methodologies to drive efficiency and deliver results and leveraging AWS for security tasks
- Streamlining processes and automating workflows through the integration of PowerBI dashboards for data-driven insights and decision-making
- Designing and developing a SharePoint site, utilizing PowerApps to create dynamic, and user-friendly solutions tailored to organizational needs

Software Engineer Intern

Frontend Simplified

March 2024 – September 2024

Remote

- Boosting visual appeal and user experience through dynamic, interactive user interfaces using HTML, CSS, JavaScript, and React
- Improving data handling and user navigation with Axios for API requests, Skeleton loading states, and dynamic routing, reducing load times
- Enhancing project delivery with Git and GitHub, cutting integration conflicts and increasing project tracking efficiency

Machine Learning Research Intern

Department of Homeland Security

June 2024 – August 2024

Remote

- Conducted research on advanced audio-to-audio and text-to-text translation using Python and Hugging Face models, enhancing transcription accuracy for Department of Homeland Security applications
- Utilized machine learning models with large-scale text-to-text datasets, improving speech recognition performance
- Authored a comprehensive publication detailing methodologies and results, presenting findings and actionable recommendations to stakeholders

Process/Project Engineering intern

Kenvue

January 2024 – May 2024

Lititz, PA

- Developed 3+ data visualizations in PowerBI and Tableau, boosting decision-making efficiency
- Developed innovative business intelligence models, enhancing reporting accuracy by integrating data from 10+ sources

- Implemented analytical reporting using Excel sheets for efficient ETL, reduced processing time and improved workflow efficiency

Software Engineer Intern

Oct 2023 – March 2024

Institute of Electrical and Electronics Engineers

Remote

- Developed a full-stack app using HTML5, Tailwind CSS, JavaScript, TypeScript, and React, improving load speeds and increasing user engagement across multiple devices
- Employed GitHub for version control, mastering branches and pull requests, leading to an improvement in project delivery speed and enhanced collaboration in remote team settings

IT Intern

September 2023 – December 2023

Smoker and Company LLC

Leola, PA

- Enhanced network reliability by contributing to maintenance and upgrades, reducing downtime and improving data security
- Developed a streamlined documentation system, cutting document retrieval times and boosting workflow efficiency
- Implemented a new cybersecurity program, significantly improving digital security practices and safeguarding company data. improving digital security practices company-wide
- Provided technical support and troubleshooting for end-users, resolving hardware and software issues efficiently and enhancing overall user satisfaction

Tech Sales Specialist

June 2022 – August 2023

HP

Lancaster, PA

- Successfully sold a diverse range of HP products, consistently achieving and surpassing monthly and quarterly sales targets, resulting in total revenue increases
- Conducted comprehensive training sessions for over 10 associates on HP products, resulting in an improvement in product knowledge scores and an increase in team-wide sales performance
- Demonstrated exceptional sales performance, contributing to a boost in store revenue and achieving a customer satisfaction rate, leading to increased repeat business and customer loyalty

Tech Sales Specialist

August 2021 – March 2022

Apple Inc

Lancaster, PA

- Provided expert technical support and customer service at Apple Retail, resolving a high volume of customer inquiries and issues, resulting in enhanced customer satisfaction and loyalty
- Leveraged in-depth product knowledge and effective communication skills to achieve AppleCare+ sign-ups during the holiday sales period
- Boosted customer satisfaction by offering personalized service, increasing repeat customers, and driving overall sales growth
- Conducted in-depth product demonstrations, showcasing features and benefits to customers, which led to an increase in product sales and customer satisfaction

PROJECTS

Anime Recommendation System | *Python, Flask, SQL*

March 2024 - Present

- Developing a web-based anime recommendation system using the Python framework Flask with SQLAlchemy ORM to design and manage relational databases for storing user data
- Augmenting Recommendation accuracy via implementation of Cosine-Similarity using Python
- Integrating an anime dataset to support recommendations up to 12,000 combined shows and movies, enhancing system scope and recommendation accuracy

Robot Game | *C#, Unity*

October 2024 – October 2024

- Developed a 3D Unity game where the player is chased by an AI-controlled enemy, focusing on gameplay mechanics and user interaction
- Used C# to program player movement, enemy behavior, game events, and interactive game mechanics

Library Ecommerce Web Application | *JavaScript, React, CSS, React Router*

March 2024 – June 2024

- Developed a Library E-commerce Web Application with enhanced JavaScript functionality and performance, providing a seamless user experience
- Enhanced responsive design ensuring compatibility across different devices and screen sizes
- Rewriting and expanding the app's functionality using advanced features commonly utilized by top tech companies

CERTIFICATES

- Introduction to Cybersecurity** | *Cisco Networking Academy* December 2024 - Present
- Understood vulnerabilities and threat detection and defense in a Cybersecurity setting.
- Scrum Master** | *NASBA* August 2024 - Present
- Certified Scrum Master, focusing on agile methodologies and team management.
- Technical Product Management** | *LinkedIn Learning* October 2023 - Present
- Completed coursework on managing technical products and agile workflows.
- Python Data Structures and Algorithms** | *LinkedIn Learning* August 2023 - Present
- Studied advanced data structures and algorithms, enhancing problem-solving and coding skills in Python.
- Learning Amazon Web Services for Developers** | *LinkedIn Learning* July 2023 - Present
- Learned core AWS services such as EC2, S3, Lambda, and how to deploy scalable cloud applications.
- Supervised Machine Learning: Regression and Classification** | *LinkedIn Learning* January 2023 - Present
- Mastered machine learning concepts, including regression and classification algorithms, for predictive modeling.