# PRERNA RAVI

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## Education

**GEORGIA INSTITUTE OF TECHNOLOGY | ATLANTA, GA**
**Bachelor of Science, Computer Science**
· GPA: **4.0/4.0**
· Expected Graduation Date: May 2022
· Concentration: **Intelligence** and **Human Computer Interaction**

## Experience

### SOFTWARE ENGINEER INTERN | MICROSOFT | *MAY 2021 – JULY 2021*
- Software Engineer Intern for the Employee Experience Team within Microsoft's Cloud and Artificial Intelligence (C+AI) organization at **Redmond WA.**
- Designed and built an end-to end modern, intelligent solution for the Microsoft Office 365 Enterprise Records Management System used for storing over 6 million regulatory, legal, and business-critical electronic records spanning 100 countries managed in three regions (US, EMEA and Asia) for over 160,000 employees.
- Constructed a pipeline to create file plans and retention policies that automatically labels, stores, retains, retrieves and disposes records stored across the entire Office 365 ecosystem (SharePoint, OneDrive, Teams, Outlook Exchange) using an in-place approach that allows users to manage their content from within existing repositories.
- Built a microservice for transactional systems using Azure Functions and data connectors that leverages C# (.NET Core) Rest APIs, Azure Portal and Visual Studio resources to facilitate automatic and iterative migration of records from every external Microsoft System (Azure Cosmos DB, SQL, File/Data Storage Blobs, etc.) into the Office 365 infrastructure, after which the records get stored and retained in-place.
- Implemented and trained machine learning models to automatically classify records stored across all Office 365 locations into different categories and extract critical and sensitive metadata information from them by leveraging Azure Machine Learning resources and SharePoint Syntex.

### SOFTWARE ENGINEER INTERN | MICROSOFT | *MAY 2020 – JULY 2020*
· Software Engineer Intern for Professional Services within Microsoft's **Core Services Engineering and Operations (CSEO)** organization at **Redmond WA**.
· Designed and implemented a **centralized telemetry service** to monitor an all-inclusive web platform used by internal consultants to track their projects and finances.
· Developed a new telemetry system using **Angular** and **TypeScript** that logs all UI events, page views, API requests and errors to **Azure Application Insights** to assist debugging and product improvement, thereby directly impacting **5000+ users**.
· Standardized telemetry and documented new rules and updated naming conventions, to make telemetry development and querying from Azure Application Insights fast, efficient and consistent.
· Built dashboards from real-time user data using **Kusto Query Language (KQL), Azure Data Explorer** and **Microsoft Power BI** to analyze user behavior and track key trends, feature usage and main pain points across multiple environments, so as to make recommendations for improving application performance.

### RESEARCH ASSISTANT | GT UBIQUITOUS COMPUTING LAB | *JANUARY 2019 - PRESENT*
- Research in **Contextual Computing**, at Georgia Tech, under the guidance of <u>Dr. Thad Starner</u>.
- Develop an **American Sign Language Recognition (ASL) System** through the CopyCat game in **Unity** with **C#** to improve communication between the deaf children and the hearing using **Computer Vision** tools – Microsoft **Kinect**, Google **MediaPipe** and **OpenPose**.
- Built a calibration feature in Unity using the **Azure Kinect 4K depth** camera to create a real-time motion capture system (body, hands and face) for ASL signers.
- Achieved an accuracy of **82%** for a recognition verification pipeline built using pose-estimation and Segmentally Boosted **Hidden Markov Models (HMMs).**

**Publication – "CopyCat: Using Sign Language Recognition to Help Deaf Children Acquire Language Skills", CHI 2021**

### RESEARCH ASSISTANT | GT TANDEM LAB | *MAY 2020 - PRESENT*
- Research in Human Centered Computing and Global Development at the **Technology and Design for Empowerment on the Margins** (TanDEm) Lab under the guidance of <u>Dr. Neha Kumar</u>.
- Conduct **empirical** and **ethnographic** studies to examine the transition into online learning within the education system for underserved communities in India, during the COVID-19 pandemic.
- Employed **qualitative methods** such as **interviews** and surveys to **study** the workflows and social dynamics across different sectors and intersections of the Indian population such as class, gender and caste.
- Outlined areas for improvement in the **design of online learning platforms**, by partnering with students, teachers, non-profit organizations and school administrators within marginalized contexts.

**Publication – "The Pandemic Shift to Remote Learning under Resource Constraints", CSCW 2021**

### HEAD TEACHING ASSISTANT | GT COLLEGE OF COMPUTING | *JANUARY 2019 - PRESENT*
- Head Teaching Assistant for CS1331- **Object-Oriented Programming in Java** under <u>Dr. John Stasko</u> and **Professor Susan Watson-Phillips**.
- Conduct recitations and office hours to instruct and train over **800+** students in fundamental Object-Oriented Programming concepts and help them develop strong **coding** & **debugging** skills
- Create course materials including homeworks, exams and online tutorials.
- Develop **frameworks** to grade weekly programming assignments.
- Oversee and mange as well as mentor and train all 30 TA's for the course.

### RESEARCH ASSISTANT | GT CAT LAB | *AUGUST 2019 – MAY 2020*
- Research in the Culture and Technology (CAT) Lab advised by <u>Dr. Elizabeth DiSalvo</u>.
- Developed technologies to facilitate **Latino immigrant parents' access to learning and education for their children** at schools in the US.
- Designed new mobile applications (with embedded chatbots) for students, parents and their liaisons derived from **testing of interactive prototypes** based on guidelines gathered from **participatory design**.

## Awards and Honors
- Winner - ACM CHI Student Research Competition, 2021
- Outstanding Junior (EDS Rising Senior) Award, 2020-2021
- Adobe Research Women in Technology Scholarship, 2021
- Winner - Nunn School of International Affairs Paper Competition for Global Development, 2021
- President's Undergraduate Research Award (PURA), 2020

- Outstanding Sophomore Award, 2019-2020
- Rewriting the Code Fellowship, 2020-2021
- Apple's Grace Hopper Conference Scholarship, 2020
- Honorable Mention, Microsoft Global Hackathon, 2020
- GT College of Computing Grace Hopper Conference Scholarship, 2019
- Faculty Honors for 4.0 GPA, 2018, 2019, 2020 and 2021

## Leadership and Service

### FOUNDER AND PRESIDENT | UNICEF AT GEORGIA TECH | *NOVEMBER 2018 - PRESENT*

Initiated and started the UNICEF organization chapter at Georgia Tech in collaboration with UNICEF Atlanta to organize campaigns, fundraisers and global projects, thereby ensuring food security, healthcare and safety of vulnerable children across the globe.

### EXECUTIVE PROJECT LEAD | CS + SOCIAL GOOD AT GEORGIA TECH | *AUGUST 2019 - PRESENT*

Executive Lead on the Educational Team to empower adults in the community and the next generation of elementary, middle, and high school students with basic and advanced computer science skills through weekly courses and training workshops, so as to have a positive impact on their communities.

### TRAINING MANAGER | ROBOGALS AT GEORGIA TECH | *JANUARY 2019 - PRESENT*

Develop and program robots for engineering workshops to teach students and train volunteers on the basics of robotics and organized STEM based events to expose primary, middle and high school girls to robotics, computing and other STEM fields.

## Skills and Coursework

- **Programming**: Java, C++, C#, Python, HTML/CSS, JavaScript, TypeScript, MySQL, Kusto Query Language, C, LaTeX
- **Tools:** Microsoft Azure, Angular, React, React Native, Bootstrap, Android Studio, Microsoft Power BI, Unity, Git, Kanban, Adobe Xd, Figma
- **Relevant coursework**: Artificial Intelligence, HCI UI/UX Research & Design, Design & Analysis of Algorithms, Educational Technology, Data Structures & Algorithms, Software Development, Computer Organization & Program, Linear Algebra, Probability & Statistics

## Projects

### SCHOOL LIBRARY LEARNING HUB FOR MICROSOFT TEAMS | *JULY 2020 – AUGUST 2020*

- Designed and developed a cross platform application that empowers kids, students and teachers in underserved communities with the ability to connect, read and learn virtually both online and offline as part of the **Microsoft Global Hackathon 2020.**
- Built an accessible and fluid user interface using **React** and **Node.js** that gives diverse users the ability to search and filter from a free book library sourced from multiple open source platforms including Gutenberg using different criteria, download and favorite books, create collections and review recommendations from instructors with multi language support.

- Extracted detailed information about every book using **Azure Cognitive Search**, built **Rest APIs** using **Python Flask** and constructed **Cosmos DB (NoSQL)** databases to store user preferences, saved collections and recommendations.
- Deployed the application to **Microsoft Azure** using **CI/CD** pipelines and successfully integrated it into Microsoft Teams, to be shipped and used by **115 million+** daily users.

## understaNDing MICROSOFT | *JULY 2020 – AUGUST 2020*

**Honorable Mention - Microsoft Global Hackathon 2020**
- Designed and built a cross platform application that aims to accelerate awareness of and engagement with Microsoft's "neurodiverse" employees, customers and partners as part of the Microsoft Global Hackathon 2020.
- Developed an accessible user interface using **React.js** that showcases resources and engaging videos of neurodiverse individuals including those with ADHD, Autism, Dyslexia, PTSD, Depression and Anxiety.
- Created **Rest APIs** for the application using **Node.js** and **Postman**.
- Constructed databases using **MongoDB** to store user data as well as resources hosted on the platform.
- Deployed the application to **Microsoft Azure** using **CI/CD** pipelines, thereby making the platform available to **150,000+** Microsoft employees.

## DAYBOOK - MENTAL HEALTH JOURNALING | *JUNE 2020 – JULY 2020.*

- Designed and built a cross-platform Intelligent, Mental Health Journaling Application-Daybook using **React Native** as part of the **Microsoft Azure Cloud + AI Social Good Hackathon 2020**.
- Extracted information regarding the user's mood and the side effects of the user's mental health disorders using **Azure Cognitive Services.**
- Generated journaling prompts and recommended goals and action items tailored to the user, by leveraging sentiment analysis tools within **Azure Cognitive Services Text Analytics and Personalizer**.
- Constructed **Azure SQL** databases to store user data and created **Rest APIs** using **C#, ASP.NET Core** and **Swagger UI** hosted on **Microsoft Azure Cloud Services**.
- Created additional layers of security by storing authentication keys for the above Azure services using **Azure Key Vault.**

## MICROSOFT DEEPDRIVE COMPUTER SCIENCE WORKSHOP | *MAY 2020 – PRESENT.*

- Co-initiated and led a ten-week workshop series as part of the **Microsoft Co-Creation Program** to introduce underserved students in low-income communities to **computer science** foundations and the skills required for technical interviews.
- Created **tutorials** in the form of videos, presentations and documentation to go over **technical topics** such as arrays, linked lists, trees, and recursion as well as **interpersonal skills** such as working the clock, proactive communication and developing a solution using the whiteboarding technique.
- Designed and built a web application using **React.js** showcasing resources from each week of the workshop as well as assigned coding problems covering the technical topics explored that week.
- Deployed the application to **Microsoft Azure**, thereby making it available to **3,200+** Microsoft Interns with a special focus on Explorer (Freshmen and Sophomores) interns for professional training and development.

## CONNECT ME | *MAY 2020 – JULY 2020*

- Designed and built a **Facebook Messenger clone** that allows users to send and receive messages through an interactive web application.
- Created an accessible user interface using **React.js** that allows for log-in, sign-up and multi-user chat functionality.
- Developed endpoints for the above functionality in the backend using **Node.js, Express.js** and **Web Sockets (Socket.io).**
- Constructed databases using **MongoDB** to store user data, as well as encrypted chat history and contact information.
- Deployed the application to **Heroku**, thereby making it available through a publicly accessible URL.

## DROP - FINDING WATER FOUNTAINS TOGETHER | *MAY 2019 – JULY 2019*

- Designed a **user-centered app interface**- "DROP" to improve the experience of international visitors in Barcelona, Spain.
- Conducted **user research** via **contextual interviews, surveys** with local stakeholders and constructed **affinity models** to identify core issues and design ideas.
- Conducted **visioning** and **storyboarding** sessions to identify key features and functions as well as **heuristic evaluations** and usability tests on **low and high-fidelity prototypes**.
- Incorporated several features including searching, navigating to, adding/saving, removing and rating water fountains along with provisions for crowdsourcing by users.