

# Prathik Kallepalli

Fremont, CA | 408-717-3714 | [pkallepa@ucsc.edu](mailto:pkallepa@ucsc.edu)

[LinkedIn](#) | [Github](#)

## EDUCATION

### University of California, Santa Cruz

B.S. in Computer Science (Minor: Technology and Information Management)

Santa Cruz, CA

Sep 2021 - Mar 2025

- Relevant Coursework: Data Structures and Algorithms, Python Programming, C Programming, Artificial Intelligence, Natural Language Processing, Game AI, Functional Programming
- Awards: Dean's Honors Award(Top 15% of academic group) - Fall '21, Winter '22, Spring '22, Fall '22, Fall '23

## EXPERIENCE

### Cisco Systems

July 2025 – Present

*Full Stack Engineer I, Returns, Repairs, Replacements (RRR)*

San Jose, CA

- Developing full-stack internal tools to automate return-goods workflows across global logistics teams.
- Building an AI-powered virtual assistant for return requests, status tracking, and policy queries, reducing tickets.
- Developed RESTful Python APIs enabling logistics data integration and automation.
- Leveraging cloud-native tooling and CI/CD pipelines to deliver scalable, maintainable enterprise solutions.

### YourBookTeam

August 2024 – February 2025

*Software Engineering Intern*

Remote

- Built and maintained client websites using Squarespace, focusing on clean design and easy content management.
- Linked SQL-managed data to Squarespace by exporting JSON and embedding it with custom code blocks.
- Helped transition to a flexible tech stack by developing modular components with HTML, CSS, and JavaScript.

### AIEA Lab at Baskin Engineering

June 2024 – Jan 2025

*AI Researcher*

Santa Cruz, CA

- Researched explainability in LLMs under Professor Leilani Gilpin through the LLM Logic Project, aiming to improve AI transparency and reliability.
- Built Python script to generate GPT-4 prompts to convert natural language into Prolog facts using OpenAI's API.
- Designed and evaluated prompt engineering techniques to improve structured output.
- Validated outputs with SwiProlog to trace reasoning paths, detect logic errors, and guide model improvement.

### UCSC Baskin Engineering

Jan 2024 – June 2025

*Tutor and Grader*

Santa Cruz, CA

- Tutored and graded students in Intermediate Python, Discrete Mathematics, Calculus 2, Foundations of Programming Languages, Foundations of Video Game Design, Computer Architecture, and Computational Models
- Conducted personalized tutoring sessions to help students grasp complex concepts in programming and mathematics, resulting in an average grade improvement of 15% for tutored students.
- Evaluated assignments, quizzes, and exams, maintaining fairness, following established criteria and grading rubrics.

## CERTIFICATIONS

### Machine Learning with Python: Foundations

Issued Sep 2025

*LinkedIn*

- Covered supervised and unsupervised learning, feature engineering, and model evaluation fundamentals.
- Built and evaluated machine learning models in Python using real-world datasets.

### Prompt Engineering & Programming with OpenAI

Issued Aug 2025

*Columbia University*

- Learned prompt engineering principles to guide large language model outputs effectively.
- Applied best practices for designing clear prompts and automating workflows using generative AI.
- Studied model constraints, safety considerations, and practical AI integration techniques.

## TECHNICAL SKILLS

**Languages:** Python (4yrs), C/C++ (2yrs), Java (1yr), SQL (Postgres), HTML/CSS/JavaScript, Haskell, Swift, RISC-V

**Frameworks:** React, Vue.js, Flask, WordPress, Firebase, Django, TensorFlow, PyTorch, Kubernetes, REST API

**Developer Tools:** Git, Docker, GCP, Vertex AI, AWS, VS Code, PyCharm, Figma, MongoDB, Agile, Squarespace

**Libraries:** pandas, NumPy, Matplotlib

**Artificial Intelligence:** Large Language Models, Natural Language Processing