Rigved Koushik Doddi

336-995-4908 | rigveddoddi2002@gmail.com | linkedin.com/in/rkdoddi | github.com/RigvedKD

EDUCATION

Master & Bachelor of Computer Engineering | NC State University   **Aug 2021 – May 2026**
GPA: 3.5/4 | **Coursework**: ASIC Verification, Advanced Microarchitecture, GPU Architecture | **Honors:** Multiple Dean's List

SKILLS

Programming Languages: C, C++, Verilog, Python, MATLAB, JavaScript, SQL
Frameworks/Technologies: Linux, Git, ModelSim, Vivado, CUDA, Simulink, React Native, Vue.js, CAN

WORK EXPERIENCE

Embedded Systems Engineer | John Deere   **Feb 2024 – Present**
- Enhanced the battery test environment by implementing code changes in C within a Hardware-in-the-Loop (HIL) setup, improving functionality, execution speed, and debugging efficiency.
- Reduced deployment time from 30 minutes to under 10 minutes by implementing an autonomous CI/CD pipeline across multiple testing environments, streamlining the development process.
- Upgraded PCB layouts for legacy development boards to enable seamless testing of next-generation hardware and ensure compliance with updated validation requirements.

Automation Systems Engineer | Brock Solutions   **Jun 2024 – Jan 2025**
- Acted as the point of contact for client service calls, troubleshooting UI interfaces, scripts, and PLC ladder logic in real time. Leveraged strong communication skills to resolve issues promptly, ensuring client satisfaction.
- Authored Python scripts to automate discrepancy detection across 10,000+ project templates and streamline gateway web updates, enhancing project consistency, traceability, and efficiency during handovers.
- Programmed and deployed UI interfaces using Java and Python, improving operator control and monitoring capabilities, ultimately increasing production efficiency.

Electrical Software Engineer | Hyster-Yale   **Jun 2023 – May 2024**
- Pioneered MATLAB scripts and Simulink models for SIL/MIL testing using testing methods like equivalence partitioning and boundary value analysis, significantly improving development time and efficiency.
- Validated CAN-bus controllers and motor drivers against specifications. Engineered test harnesses for truck controllers to interface with CAN and Vector software to generate device reports and monitor behavior under different conditions.
- Automated unit testing pipelines using Jenkins, enhancing software reliability and deployment efficiency.

Full Stack Developer Intern | PlayMetrics   **May 2022 – Aug 2022**
- Developed a full-stack dashboard using Vue.js, SQL, and HTML to track and visualize company success metrics and user data, improving data accessibility for stakeholders.
- Designed interactive and visually informative graphs to simplify complex datasets, streamlining client onboarding.
- Integrated data from 500+ club APIs to enhance reporting accuracy, enabling task prioritization that ensured timely responses and high customer satisfaction.

Research Assistant | North Carolina A&T State University   **Jun 2021 – Jul 2021**
- Contributed to a $300,000 NCDOT-funded autonomous vehicle research project with applications in autonomous driving and fire rescue, focusing on safety and situational awareness in emergency response scenarios.
- Prototyped a small-scale car using an Arduino Uno and an NVIDIA Jetson Nano, incorporating and testing multiple sensors, including a LiDAR sensor for object detection and avoidance.
- Constructed and 3D-printed an external protective shell and structural frame in SolidWorks, increasing space for hardware components and improving aesthetics.

PROJECTS

Streamlined CNN Hardware Accelerator   **Nov 2025 – Dec 2025**
- Architected and synthesized a SystemVerilog CNN accelerator that streams a 1024×1024 image from DRAM, uses SRAM as a workspace, and performs convolution-based feature extraction with activation and pooling, enabling high-throughput burst memory transfers; reduced cycle count by 20%.

Real-Time Object Detection & Tracking (Northrop Grumman)   **Aug 2023 – May 2024**
- Built a smart camera that detects, tracks, and follows people wearing face masks using a precompiled mask detector and OpenCV MOSSE tracking. Implemented a C++ module with a P controller to convert image coordinates to pan/tilt angles and designed circuitry for camera alignment.

Arithmetic CPU   **Apr 2023 – May 2023**
- Engineered a 16-bit CPU in SystemVerilog capable of performing arithmetic operations like multiplication, division, modulo, and exponentiation. Programmed an ALU with custom opcodes and modeled the control unit, data path, and register file to facilitate operations.