

RISHAB SESHADRI

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EDUCATION:

UNIVERSITY OF GEORGIA, FRANKLIN COLLEGE OF ARTS & SCIENCES

AUGUST 2022 – MAY 2026

B.S. IN COMPUTER SCIENCE & B.S. IN APPLIED MATHEMATICS

- Focus in Robotics
- GPA: 3.96 / 4.00

TECHNICAL SKILLS:

LANGUAGES: Java, Python, JavaScript, C

OPERATING SYSTEMS: Windows, MacOS, Unix

CONCEPTS: Machine Learning Basics, API Development, Cloud Database Storage, Protocols and Device Communications

WORK EXPERIENCE:

CHIEF TECHNOLOGY OFFICER, KAVI MEDIA

APRIL 2023 – PRESENT

- Access, interact with, and convert the Ampache 5 Python API to a more robust and relevant JavaScript API
- Develop user data storage using MariaDB along with an ExpressJS API for global access to user settings
- Design the backend software and data handlers for a South India-focused audio production and streaming application

AI/ML SOFTWARE ENGINEERING INTERN, NCR VOYIX

MAY 2024 – AUGUST 2024

- Integrate a machine-learning based sales forecasting model into an existing product's frontend
- Implement data validation methods for data pre-processing prior to model training, alerting engineers when data drift occurs
- Work with the AI/ML team to improve the accuracy of existing predictions using a variety of ML-focused routes

LEAD BACKEND DEVELOPER INTERN, IVUE

MAY 2023 – AUGUST 2023

- Program in JavaScript to read, interpret, and write packets to iVue drones using a flight controller
- Lead the group of backend developer interns to build the Worlds iVue drone control software
- Work with front-end development team to connect the packet interactions with the visual half of the application

PROJECT EXPERIENCE:

ARCHR

FEBRUARY 2024 – PRESENT

- A proof-of-concept project that uses an MQTT broker hosted on an ATM to provide an extra layer of security, only allowing a user to withdraw money if their phone is within the Bluetooth range and alerting them if not

GRISELDA MIXBOARD

AUGUST 2022 – PRESENT

- JavaFX based application that allows a user to record and upload audio clips, connecting each clip with a key on the keyboard to allow for real-time playing, beat mixing, and more

EXTRA CURRICULAR EXPERIENCE:

UNDERGRADUATE RESEARCHER, HEALXR

AUGUST 2022 – PRESENT

- Work with Dr. Kyle Johnsen and other members of the UGA Virtual Experiences Lab to build a VR platform that allows amputee patients with phantom limb pain to visualize their missing limb, ease their pain, and go through therapy
- Build a Python program to convert images of an individual's hand into a 3D model
- Previously, use BLE to interpret and denoise EMG signals, perform FFT algorithms to create a smooth frequency chart in Python, and use MQTT to send data to Unity and build a physically-controllable virtual arm

TEAM LEAD & PROGRAMMER, UGA ROBOTICS: IEEE

AUGUST 2022 - PRESENT

- Build and program a robot to compete in the IEEE Southeastern Conference
- Implement pathfinding algorithms and object detection for field elements using OpenCV in Python and a Zed stereovision camera
- Plan and 3D model robot, research documentation, and process motor input with an Ubuntu system using a Raspberry Pi 4

PROGRAMMER, UGA ROBOTICS: ROBODAWG

AUGUST 2023 – PRESENT

- Model, build, and program a robotic dog inspired by Boston Dynamics' Spot, tasked with security and facial recognition of club & team members
- Program the CV side of the robot, using OpenCV to identify members in the lab using their faces, as well as provide environmental data using LiDAR sensors for pathfinding algorithms