

RISHAB SESHADRI

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PROGRAMMING LANGUAGES: JAVA, PYTHON, C, HTML, CSS
TECHNOLOGIES: JAVA FX, PYQT6, SCENE BUILDER, UNIX, EMACS, GITHUB/BASH

EDUCATION:

UNIVERSITY OF GEORGIA

BACHELOR OF COMPUTER SCIENCE IN COMPUTING 2026

AUGUST 2022 - PRESENT

- Concentration: Robotics, Software Design
- GPA: 3.87

WORK EXPERIENCE AND VOLUNTEERING:

LEAD DEVELOPER AND QA LEAD, UI DYNAMICS

MARCH 2020 – MAY 2021

- Assisted and partially led the creation of websites programmed in HTML/CSS to the customer's requests and expectations
- Assured the quality of the finished product by testing all features, checking for bugs
- Worked with front- and back-end developers to patch any issues, modelling the website as needed

VEHICULAR COMPUTER VISION INTERNSHIP, GEORGIA STATE UNIVERSITY

MAY 2020 – AUGUST 2020

- Assisted in the planning of a project with Professor Ashwin Ashok and other students at GSU to improve AI object detection in cars to detect and avoid crashes
- Worked with the team to develop a smaller model of a real-life environment to test a model car
- Helped build the models necessary for testing the car with all road signs, environments, and some possible misdirection

TROOP GUIDE, NATIONAL YOUTH LEADERSHIP TRAINING

NOVEMBER 2018 – MAY 2019

- Manage and lead a group of 15 scouts through the 1-week camp session
- Attend and speak at leadership trainings throughout the year in preparation of the summer course
- Deliver several presentations on leadership, team building, and presentation skills to groups of 50+ youth scouts

EXTRA CURRICULAR EXPERIENCE:

PROGRAMMER, UGA ROBOTICS: PROSTHETIC TEAM

AUGUST 2022 – PRESENT

- Work with a team of other programmers to code and build a prosthetic arm using object-oriented programming and version control (Git)
- Work with the Dynamixel documentation in C and Java to create PID software, path-finding algorithms, and other software to mimic the human hand

CO-PRESIDENT, FRC AND FTC ROBOTICS

APRIL 2016 – PRESENT

- Lead, manage, and guide the 60+ members of the Alpharetta Robotics Club and its 4 teams, seeking sponsorships, organizing events
- Work with the club's financial board to keep the club and teams well-funded and running by finding sponsorships, budgeting, and maximum funding
- Currently mentoring new members, assisting with programming (Java using FTCLib, object detection and PID system), electrical, and mechanical training

RESEARCH LEAD, ARTIFICIAL INTELLIGENCE CLUB

SEPTEMBER 2019 – MAY 2022

- Learn and teach Python with libraries such as OpenCV for object detection, image processing, and more AI oriented subjects
- Research new topics to teach and ensure validity of all content taught – projects include a PID-controlled drone, object detection for self-checkout, and more

PROJECTS:

THE INREEL: PASTEVEN

JANUARY 2023 – PRESENT

- PyQt6 based application designed to be an elevated drawing application with additional features that are not commercially available and customizable – current work in progress
- Current goals: Improve features such as border detection and continue developing from list

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
- Current goals: add an equalizer to the audio clips as well as a trim feature