RISHAB SESHADRI

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EDUCATION:

UNIVERSITY OF GEORGIA, *FRANKLIN COLLEGE OF ARTS & SCIENCES* ***AUG 2022 – MAY 2026***

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

- Focus in Robotics
- GPA: 3.96 / 4.00

SKILLS:

LANGUAGES: *Java, Python, JavaScript, C*

TECHNICAL SKILLS: *Node.js, Unix, Git, GCP, ExpressJS, Pandas, SKLearn, MariaDB, Kubeflow*

CONCEPTS: *Machine Learning Basics, API Development, Cloud Database Storage, Algorithms, Data Structures*

WORK EXPERIENCE:

CHIEF TECHNOLOGY OFFICER, *KAVI MEDIA* ***APR 2023 – PRESENT***

- Managing a team of five developers creating front-end, database, and back-end platforms for Kavi Media, a South Indian music, podcast, and audio streaming
- Collaborating with the executive team to make key business and technical decisions for the app and the company
- Developing server-based storage systems for listener and internal data using MariaDB, along with an Express.js-based API for the app to access this data

AI/ML SOFTWARE ENGINEERING INTERN, *NCR VOYIX* ***MAY 2024 – AUG 2024***

- Integrated a machine-learning based sales forecasting model into an existing product's frontend
- Implemented data validation methods for data pre-processing prior to model training, alerting engineers when data drift occurs
- Worked 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 – AUG 2023***

- Lead a team of three backend developers to build Worlds iVue, a JavaScript-based drone control software program
- Developed a platform to read, interpret, and send messages to iVue drones using a flight controller, enabling users to control and manage drones from their laptops
- Collaborated with the lead developer to integrate both aspects of the application into a cohesive, user-friendly product

PROJECT EXPERIENCE:

ARCHR ***FEB 2024***

- 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, built for UGAHacks 9

GRISELDA MIXBOARD ***AUG 2022 – MAY 2023***

- 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, *UGA VIRTUAL EXPERIENCES LAB* ***AUG 2022 – PRESENT***

- Worked with Dr. Kyle Johnsen and other researchers to build a VR platform that helps patients with limb loss and phantom limb pain visualize their missing limb, ease their pain, and assist in their therapy
- Developed a pipeline using Bluetooth Low Energy to capture EMG signals from individuals with limb loss, denoise the data, and convert it into power inputs for a virtual reality-based hand
- Built a series of Python modules and Unix-based scripts that utilize Blender to convert images of an individual's hand into a 3D-textured mesh for use in virtual reality
- Currently, working to reduce latency in streaming-based neural network models for Automatic Speech Recognition (ASR) to improve real-time conversational interactions

CO-CAPTAIN & PROGRAMMING LEAD, *UGA ROBOTICS: IEEE* ***AUG 2022 - PRESENT***

- Managing a team of 12 students who are designing, building and programming a robot to compete in the IEEE Southeast Conference
- Implementing pathfinding and object detection for field elements using OpenCV in Python and a Zed stereovision camera
- Writing software for the robot using a variety of Python scripts on an NVIDIA Jetson Nano