

Rishi Chillara

510-364-1634 • chillararishi@gmail.com • rishichillara.me
Seeking Product Manager and Strategy Internships for Summer 2022

EDUCATION

GEORGIA INSTITUTE OF TECHNOLOGY

B.S in Computer Science

Focus in Human Computer Interaction and Artificial Intelligence

Minor in Economics

Relevant Coursework:

CS: Data Structures, Analysis of Algorithms, Objects and Design, Computer Architecture, Intro to AI, Discrete Math

Business: Economics and Policy, Money and Capital Markets, Macro/Micro Economics

Atlanta, GA

Expected: May 2023

GPA: 4.00/4.00

EXPERIENCE

GOOGLE

Software Engineering (STEP) Intern

Mountain View, CA

Summer 2021

- Designed and implemented an internal tool for **Product Managers** and non-technical users to override mislabeled apps
- Refactored app categorization pipeline to **reduce write workload** to Spanner Database by **92%**
- Worked to adapt project requirements through **Design Reviews** and created Design Docs to ensure **smooth integration** with existing infrastructure
- Gained experience working on a **newly minted team** (Android Entertainment Space) and learned how requirements must be adjusted to meet users needs as the product rolls out

PRONTO AI

Software Engineering Intern

San Francisco, CA

Summer 2020

- Created **Data Mining Pipeline** to improve detections of pedestrians/objects for self driving trucks
- Discovered discrepancies between in- truck **Yolov3** object detection and **Yolact**, **MaskRCNN**, **DETR** object detection models with **92%** accuracy
- Worked **Keras**, **Pytorch**, and **Tensorflow** to preprocess images and post-process detections into COCO normalized form
- Developed filtering script to efficiently compare and display differences in detections visually between all models through **IOU bounding box comparison**

RIFFITI

Product Intern

Sunnyvale, CA

Summer 2019

- **Lead 6 interns** on project to convert a primarily web based app to IOS to address a higher demand for mobile use
- Measured **cohort retention** and worked with CEO to discuss methods to **create usage habits**
- Worked to create multiple responsive app wire frames in **Photoshop** and **Sketch**
- Conducted **Primary Market Research** and **A/B** testing to study user interactions with the app

SKILLS

- **Programming Languages/Tools:** Python, Java, C, HTML, CSS, JavaScript, Firebase, Spanner, Flume, GIT
- **Design:** Figma, Tableau, Adobe Photoshop, Illustrator, Premiere, After Effects, Lightroom, XD, Sketch
- **Qualitative Experience:** Agile, Scrum, Stakeholder Research, Competitive Analysis, Split Testing, Primary Market Research

PROJECTS/TEAM EXPERIENCE

CS 2340 - OBJECTS AND DESIGN

May 2021

Georgia Tech class teaching working within the Development Cycle and managing large scale projects

- Worked with **Team of 4** to create a full scale dungeon crawler game over the course of 15 weeks
- Modeled Project Timeframes through the **Critical Path Method** and managed work distribution with **Gantt charts**
- Facilitated Technical Team Discussions on implementation strategies to best meet requirements
- Created **Use Case and System Sequence Diagrams** to identify **primary actors** and use cases to prioritize.

GINA

Jul 2019

A birth control startup that was focused on simplifying the process of finding new contraceptives

- Worked with users extensively to determine project requirements and conducted **primary market research**
- Created app wireframes in Sketch and Figma and maximized **impact through A/B testing**
- **Coordinated a Beta release** within 5 weeks working with a team of 4 designers and engineers
- Presented to a team of engineers and investors on how our tool leads to a **27% reduction in time** to find the right birth control

DRIVER REPORT CARD

Oct 2018

An app aimed at stopping teen drunk driving and promoting safe driving habits

- Created **Business Model Canvas** to identify Customer Relations, Segments, and Key Partners
- Used **Net Revenue Retention** to measure churn and identify areas to improve **customer retention**
- Worked with users to identify **6 pleasure and pain points** to determine requirements of the project