

# ROHIT INAMPUDI

rohit.inampudi@gmail.com | github.com/Rohit24567 | https://www.linkedin.com/in/rohit-inampudi-6a6466184/

## EDUCATION

**University of Florida College of Liberal Arts and Sciences** / Honors Program

Expected Graduation Date: May 2025

*Bachelor of Science in Computer Science*

Cumulative GPA: 4.00

Relevant Coursework: Data Structures & Algorithms, Calculus 3, Computational Linear Algebra, Computer Organization

## EXPERIENCE

**UF Research Intern** | *Python*

July 2022 – Present

Creating a machine learning model with Python that can incorporate population-level variation from large-scale genomic databases with expression data to identify population specific, disease associated single nucleotide polymorphisms (snps) in relation to breast cancer, which ultimately generates a disease signature that is unbiased and relevant to all ancestries.

**Horizon Academic Research** | *R Programming*

June 2020 - August 2020

Created a project that was designed to create various predictive models for different countries as well as the world, to predict if the number of new COVID-19 cases in a certain country will either increase or decrease from the previous day. This way, the goal of the project was to determine when the pandemic would start to cease.

## PROJECTS

**E-Portfolio** | *JavaScript, HTML, CSS*

August 2022 – September 2022

Created a website as a method to showcase the projects I have been working on. The e-portfolio is a fully functional website that allows recruiters to learn more about me and access my LinkedIn, GitHub, resume, and even send an email if interested.

**E-Commerce Website** | *JavaScript, HTML, CSS, React*

August 2022 – Present

Creating an e-commerce website with full functionality which allows users to purchase a variety of books. Features include a “sort” button which sorts books in terms of price and rating and a cart feature that allows users to add the books they want to purchase to their cart.

**Alien Invasion Game** | *Python*

July 2022 – August 2022

Created a project that allows the user to shoot bullets at aliens. The goal of the game is to shoot the aliens as the aliens make their way down the screen. The game continues as long as the aliens don't touch the bottom of the screen, and points are awarded based on how many aliens are killed. As more levels are passed, the aliens become faster, making it harder to shoot the aliens.

**Inspirit AI Summer Program** | *Python*

June 2020 - August 2020

Learned AI concepts and built an impactful program that was able to detect pneumonia given an x-ray of the lungs and chest area. After inputting and manually classifying pictures, the program was able to accurately detect pneumonia in pictures that weren't classified based on patterns that were seen.

## CERTIFICATIONS

**AWS Cloud Practitioner Certification**

May 2022 – August 2022

Certified in AWS Cloud, where I learned the different functions and applications that are part of the AWS Cloud, such as AWS Lambda, Amazon Aurora, and Amazon Athena

**Google Data Analytics Certificate Program**

December 2021 - May 2022

Completed the Google Data Analytics Program to learn the basics of data analytics, such as processing data, visualizing data, and analyzing data through R programming.

## SKILLS

**Skills:** Python, Java, R Programming, JavaScript, HTML, CSS, React, SQL, AWS, Git