# Rohit Bandaru


## Contact

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## Connect

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(portfolio website)


## Skills

### Languages

Python, Java, Swift/iOS, Javascript, SQL, C, Matlab

### Machine Learning

Numpy, Matplotlib, Scikit-Learn, TensorFlow, PyTorch, Keras

### Frameworks/Libraries

Spring MVC, Node.js, Express.js, PostgreSQL, Flask, D3

### UI/UX Design

Adobe Photoshop
Adobe Illustrator
Sketch
InvisionApp

### Web Development

HTML, CSS, JQuery, Bootstrap

## Relevant Coursework

Functional Programming
Machine Learning
Algorithms
Signal Processing
Operating Systems
Databases
OOP and Data Structures
Embedded Systems

### Graduate Coursework

Computer Vision
Bayesian Machine Learning
Machine Learning Systems
Computational Genetics

## EDUCATION

2015 - Present (Expected May 2019)

**Cornell University** - *Ithaca, NY*

3.63 GPA

B.S. in Computer Science with minor in Electrical and Computer Engineering

M.Eng. in Computer Science

## EXPERIENCE

May 2018 - August 2018

**Amazon.com** - *Seattle, WA*

Software Development Engineer Intern

- Developed a Spring MVC web application for self service configuration of customer service surveys, reducing 1-2 days/week of SDE effort
- Coordinated with client teams to determine business needs and implemented additional functionalities, going beyond the initial project scope

August 2017 - December 2017, August 2018 - Present

**Cornell CIS** - *Ithaca, NY*

Teaching Assistant: Machine Learning (CS4780), Database Systems (CS4320)

- Develop programming assignments to teach machine learning concepts
- Hold office hours, grade class assignments, and answer questions on online forum

February 2017 to May 2018

**Autonomous Bicycle Team** - *Cornell University, Advisor: Ross Knepper*

Software Engineer

- Lead the computer vision localization project for the autonomous system to understand its location and surroundings using machine learning and odometry
- Used a Nvidia Jetson TX1, Zed Stereo Camera/SDK, ROS, Python, and a Linux environment to implement this functionality
- Developed a web application on Google Cloud Platform to store and serve data to the bicycle, and provide a user interface to interact with and test the bicycle

January 2017 - February 2017

**Huna Makia** - *Santa Clara, CA*

Software Engineering Intern

- Designed and developed EngageApp, an iOS application built on the Huna Makia API, to provide users with an intuitive mobile interface to find professionals to contact
- Used Sketch and Invision for UX design and Swift and Xcode for app development
- Ran extensive user testing and feedback cycles to optimize the user experience

February 2016 to Present

**Genetically Engineered Machines Team (iGEM)** - *Cornell University*

Business Lead

- Lead the business/entrepreneurship subteam to win the 2017 Best Supporting Entrepreneurship iGEM special award over 300 international undergrad teams
- Ran a crowdfunding campaign to raise over $7000 to fund the project
- On the wet lab subteam, cloned and tested two distinct bacteriocin genes into bacterial plasmids to create a more effective treatment for bovine mastitis

## PROJECTS

February 2018 - Present

**ShapeNet Correspondance** - *Research Project, Advisor: Bharath Hariharan*

- Use the ShapeNet 3D model dataset to train a deep learning model to learn dense correspondences between 2D renderings
- Render images using Blender to create a training dataset and design the model

September 2016

**HeapSort** - *BigRed//Hacks F16, Ithaca, NY*

- Developed a web and Android application to categorize garbage items as recyclable or not recyclable through a webcam
- Implemented computer vision and data visualization functionalities