Rohit Bandaru

Contact

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Connect

linkedin.com/in/rohit-bandaru
github.com/RohitBandaru
RohitBandaru.github.io
(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

- Led 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