

Saketh Vangara

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EDUCATION

University of Virginia

B.A. in Computer Science and Applied Statistics

Charlottesville, Virginia

Expected Graduation, May 2027

- o GPA: 3.767/4.00
- o Related Coursework: Data Structures & Algorithms I, Discrete Math & Theory I, Computer Systems and Organizations I, Software Development Essentials, Introduction to Statistical Analysis, Intro to Linear Regression

EXPERIENCE

Sports Analytics and Statistics Lab

Undergraduate Research Intern

Charlottesville, Virginia

Sept. 2024 – Current

- Performing a multiple linear regression analysis on NFL player salaries using R to segment them into distinct compensation tiers and determine which factors are most significant in predicting a player's salary

Kashmir World Foundation

Software Engineering Intern

Great Falls, Virginia (Remote)

June 2022 – Jan 2023

- Constructed an object detection model using PyTorch, Tensorflow, YOLOv5, and CUDA that analyzes camera-trap images to identify various endangered Himalayan species.
- Developed the front-end for the GeoScan Desktop Application, which I presented at the Fall 2022 Computer Science Internship Fair and Student Conference, held at Riverside High School in Loudoun County, VA

PROJECTS

Assessing Premier League Player Valuations

Team Lead

Charlottesville, Virginia

Sept 2024 – Dec 2024

- Conducted a multiple linear regression analysis in R on a sample of 100 Premier League players from the 2018-2019 season to determine whether age, position, minutes played overall, and other variables were significant predictors of a player's valuation
- Validated the final model, which included age, clean sheets overall, goals involved per 90 minutes, minutes played per match, and club ranking, using 5-fold cross validation, yielding an R^2 value of 0.7982, proving the model's high efficacy

Portfolio Website

Web Developer

Aldie, Virginia

January 2024 – Current

- Actively developing a website in HTML, CSS, and JavaScript to visualize various projects that I have completed throughout college and offer an extension of my résumé

Galaga Game Recreation

Co-Team Lead

Charlottesville, Virginia

Nov 2023 – Dec 2023

- Collaborated with a partner to recreate a scaled version of *Galaga*, a fixed-shooter game, using the UVA Game Engine (UVAGE) library in Python

GeoScan Desktop Application

Software Engineering Intern

Great Falls, Virginia (Remote)

June 2022 – Jan 2023

- Developed an object detection model through YOLOv5, PyTorch, Tensorflow, and CUDA that scans camera-trap data to identify various endangered species in the Himalayan region, achieving a detection accuracy of 70%
- Designed the front-end through Figma, PyQt5, and Qt Designer for the application, which utilizes the object detection model, displays a total count of a specific species, and offers basic functionality for researchers to navigate through

ACTIVITIES AND LEADERSHIP

Statistics Society

Member

Charlottesville, Virginia

September 2024 – Current

Data Science and Analytics Club

Member

Charlottesville, Virginia

Oct 2023 – Current

SKILLS

Programming: Java, Python, JavaScript, JavaFX, HTML/CSS, React, TypeScript, R, C, x86-64 Assembly, SQL, SQLite

Tools: IntelliJ IDEA, PyCharm, PyQt5, Qt Designer, PyTorch, Tensorflow, CUDA, YOLOv5, AWS (Amazon S3), Jupyter Notebooks, Git, GitHub, Git BASH, Gradle, Visual Studio Code, Sublime Text, RStudio, Power BI, Microsoft Excel