Saketh S. Vangara

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EDUCATION

University of Virginia   **Charlottesville, Virginia**
B.A. in Computer Science and Applied Statistics   *Expected Graduation, May 2027*

- o **GPA:** 3.84/4.00
- o **Related Coursework:** Introduction to Programming, Data Structures & Algorithms, Discrete Math & Theory. Introduction to Statistical Analysis

EXPERIENCE

Kashmir World Foundation   **Great Falls, Virginia (Remote)**
Software Development Engineering Intern   *June 2022 – Jan 2023*

- ● Worked with a team to develop an object detection model that analyzes camera-trap images to identify various endangered Himalayan species
  - o Developed the UI/UX (front-end) of the application (GeoScan Desktop Application) that implements this object detection model, which takes in camera-trap images and records a count of a specific species
- ● Presented the GeoScan Desktop Application briefly and discussed my role as an intern at the Fall 2022 Computer Science Internship Fair and Student Conference, held at Riverside High School in Loudoun County, VA

NEST4US   **Ashburn, Virginia (Remote)**
Tutor   *Jun 2020 – Aug 2020*

- ● Mentored students in elementary-level reading, mathematics, and English concepts to prepare them for the next grade

PROJECTS

Personal Portfolio Website   **Aldie, Virginia**
Independent Web Developer   *January 2023 – Current*

- ● Developing a website in HTML, CSS, and JavaScript to visualize various projects/coursework that I have completed over the course of time and offer an extension of my résumé

Galaga Game Recreation   **Charlottesville, Virginia**
Co-Team Lead   *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 as a part of the Introduction to Programming course (CS 1110)

GeoScan Desktop Application   **Great Falls, Virginia (Remote)**
Software Development Engineering Intern   *June 2022 – Jan 2023*

- ● Collaborated with a team to develop an object detection model through YOLOv5 and Python that scans camera-trap data to identify various endangered species in the Himalayan region, achieving a detection accuracy of 70%
- ● Designed the prototypical front-end through Figma, PyQt5, and Qt Designer for the application, which utilizes the object detection model and displays a total count of a specific species

ACTIVITIES AND LEADERSHIP

Data Science and Analytics Club   **Charlottesville, Virginia**
Member   *Oct 2023 – Current*

SKILLS

Programming: Java, Python, JavaScript, HTML/CSS, React.js, TypeScript
Tools: PyCharm, PyQt5, Qt Designer, PyTorch, CUDA, YOLOv5, AWS (Amazon S3), Jupyter Notebooks, Git, Visual Studio Code, Sublime Text