

SHASHANK VADLAMANI

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EDUCATION

University of Utah, Utah

Aug 2019 – May 2021

Masters of Science in Computer Science

Courses (First Semester):

Advanced Algorithms, Computer Architecture

Vellore Institute of Technology, India

July 2015 – April 2019

Bachelor of Technology in Computer Science and Engineering

GPA: 8.89 / 10.0

Courses:

Social Information Networks, Machine Learning, Image Processing, Artificial Intelligence, Parallel and Distributed Computing, Software Engineering, Applied Linear Algebra

SKILLS

Programming Languages: Python, Java, C/C++, R, Unix Shell Script

Web Development: HTML/CSS, PHP, JavaScript

Databases: Oracle, MySQL, SQL Server

Tools: Visual Studio IDE, Git, Android Studio IDE, Jupyter, Neo4j, Arduino

Operating Systems: Linux, Windows 10.

EXPERIENCE

Summer Intern

Electronics Corporation of India Limited (ECIL), Hyderabad, India

May 2018 - June 2018

Project on Android App Development

- Designed an Android App on Mind Tech bug component system in software organization.
- An application designed to automate the tracking of various reported bugs in an organization and find solutions to provide a better environment for the user.

PROJECTS

IoT Garbage Monitoring System

Internet of Things, Spring 2016

- Designed a system that monitors the level of garbage at different locations around the campus.
- Used Arduino, sensors like ultra-sonic, LDR and GSM module along with integration with cloud (ThingSpeak) and Google Maps to analyze, locate and also get the shortest path to the desired location.

Med Assist

Machine Learning, Spring 2017

- Designed a disease diagnosis system that does a symptom analysis based on the inputs of the user and generates a diagnosis report of the possible disease and the corresponding medication.
- The classification of data into discrete disease types is achieved through Random Forest algorithm by changing the values of different hyper parameters to get accurate results.
- Used R, Python for the Back-end and Shiny, an R package to render HTML display scripts with analytics of R.

Comparative study of Image Parallelization in CPU vs GPU's

High Performance Computing, Fall 2018

- Used Siamese network for one shot face classification using both CPU and GPU architecture.
- CPU parallelization is done using Numpy and CUDA architecture is used for utilizing GPU cores.
- Face detection using GPU was found to be 6 times faster than without it.

Image Retrieval using Micro Structure Descriptors*Content Based Image and Video retrieval, Spring 2017*

- Implemented a novel image retrieval algorithm which mimics human visual recognition using edge orientation detection and underlying colors as a base for feature extraction.
- Used libraries like OpenCV, Numpy along with Pymongo API and MongoDB database.

Regular expressions to DFA*Theory of Computation and Compiler Design, Fall 2016*

- Developed a program that converts a regular expression to DFA (with the help of Thompson's construction) via epsilon NFA. Later reduced to minimized DFA.
- Computes the postfix form from the expression and then into a syntax tree which then assigns positions to leaf nodes. Also outputs the start, final and delta states of NFA and DFA.

Top IMDB Movie Analysis*Social and Information Networks, Fall 2017*

- Analysis and depiction of relationship between the actors and the movies that include the centrality measures like degree, closeness and betweenness.
- Scrapped the data from IMDB webpages using Node.js script, and visualized using the Neo4j graphics tool
- Further analysis is also done about the success rate of the actor based on movies and ratings.

Face recognition access control using Deep Learning and Apache Spark*Final year project, Spring 2018*

- Used deep learning libraries and classification algorithms on a celebrity dataset for one shot recognition.
- Spark with Python API is incorporated through cloudera distribution platform using HDFS in virtual Linux OS.
- A web application (WSGI) using Flask framework is designed for a user-friendly interface to access images