

# SHVEJAN SHASHANK MUTHEBOYINA

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## TECHNICAL SKILLS

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**Coding Languages:** Python, JavaScript, HTML, CSS, C, C++

**Tools:** Postman, REST API, React, React Native, Django, Flask, SQL, Tensorflow, Robotics, Git, Linux

## EXPERIENCE

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**Full Stack Web Developer Software Intern** (*Project Lead*), HWSaver LLP

06/2020 - 03/2022

- Worked as a **Project Lead** and led a team of 10 interns working on a machine learning-based full-stack web application
- Built web applications and other internal tools for the company, wrote elegant, clean code according to the user requirements
- Reviewed, merged pull requests, and provided feedback to the team members
- Developed middleware including access control and login systems on the backend using **Django, Python**
- Built the UI components using **React** on the front end and integrated **APIs** using **Redux** architecture

**Frontend Developer Intern**, NearbyGrocer

05/2020 - 06/2020

- Built an e-commerce website for the company which the company founders used to pitch to the investors and VCs
- Developed the website using **React** and **REDUX** architecture, and pushed the code to production on AWS servers
- Worked with a team of senior backend developers and integrated **REST APIs** built in PHP with a focus on customer experience and product quality.

**Technical Head for Deep Learning and Computer Vision**, The Robotics Club - SNIST

09/2020 - 12/2021

- Taught more than **200** students how to implement Deep Learning and Computer Vision in Robotics
- Mentored students working on multiple robotics and computer-vision-based projects

## PERSONAL PROJECTS

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**Habit builder app:** [\(link\)](#)

- Built a cross-platform Android and IOS app that motivates the users to develop habits and daily routines by giving them rewards for maintaining streak
- The app is developed using **React Native** and **Google Firebase** and has features like **Gesture navigation** and cool **animations**

**3D Third Person Shooter video game** - Unreal Engine, C++ [\(Demo Video\)](#)

- Made a 3D open-world interactive shooting video game with realistic graphics, animations, and high-end Physics where the main character fights **AI-controlled enemies**
- Used Object Oriented Programming in C++ to implement enemy damage detection, line tracing of bullets, enemy spawning, etc

**Behavior Cloning for self-driving cars using Attention Models**, [\(Research Paper\)](#)

- The aim of this project is to perform behavior cloning using a **vision transformer** replacing the state-of-the-art **CNNs**
- The model is trained using the data generated by a simulator which captures the images of the road and also the speed, throttle, steering angle, etc. and the model tries to predict the correct steering angle for each image of the road

**Autonomous Luggage Carrier Robot**, - C++, Arduino [\(Research Paper\)](#)

- Designed and built a smart autonomous robot that can carry the luggage of a passenger by following them
- The robot uses GPS and Magnetometers to determine its path, and ultrasonic sensors are used to avoid any obstacles in its way by finding an alternative path.
- A research paper is published on this project in IEEE Xplore [\(Research Paper\)](#)

Other Web applications projects:

1. [Company Landing Page](#): HTML, CSS, JavaScript
2. [Restaurant Home Page](#): React, Redux, React Animations
3. [Covid-19 Tracker](#): React, Axios

## EDUCATION

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**New York University, New York, USA**  
Master of Science, Computer Engineering

09/2022 - 06/2024

**Sreenidhi Institute of Science and Technology, Hyderabad, India**  
Bachelor of Technology, Computer Science

08/2018 - 07/2022