

SHVEJAN SHASHANK MUTHEBOYINA

Brooklyn, NY | (929) 366-1517 | shvejan2011@gmail.com | <https://shvejanshashank.web.app>

EDUCATION

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

Sep 2022 - June 2024

Sreenidhi Institute of Science and Technology, Hyderabad, India
Bachelor of Technology, Computer Science & Engineering
Overall GPA: 3.5

Aug 2018 - July 2022

TECHNICAL SKILLS

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

Frameworks and tools: React, React Native, Django, Flask, SQL, OpenCV, Robotics, Arduino, IoT, Tensorflow, Unreal Engine

EXPERIENCE

Full Stack Developer Intern (Project Lead), HWSaver LLP

June 2020 – March 2022 (*21 months*)

- Built an NLP-based educational website for students to get their doubts cleared using a Deep Learning algorithm.
- Used **React Js** on the front end and **Django** on the backend of the website
- Worked as a **Project Lead** and led a team of 10 interns

Frontend Developer Intern, NearbyGrocer

May 2020 - June 2020 (*2 months*)

- Built an e-commerce website using **React Js** and **Redux** architecture
- Worked in close collaboration with a team of senior backend developers in integrating the **APIs**

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

Sept. 2020– Dec 2021

- Taught more than **200** students how to implement Deep Learning and Computer Vision in Robotics

PROJECTS

Habit builder app: <https://github.com/Shvejan/habit-tracker>

- An application that motivates the users to stick to a set of habits every day and rewards them for maintaining their streak
- The app is built using **React Native** and **Google Firebase** and has features like **Gesture navigation** and cool **animations**

3D Third Person Shooter video game - Unreal Engine, C++

- Made a 3D open-world interactive shooting video game with realistic graphics and animations where the main character fights the **AI-controlled enemies**.
- Demo Video: <https://youtu.be/n-eEt-vpYhI>

Behavior Cloning for self-driving cars using Attention Models

- The aim of this project is to perform a 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
- [Research Paper Link](#)

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