Siddarth Peddi

South Brunswick, New Jersey, USA | (732) 586-2227 | peddisr@rose-hulman.edu

PROFESSIONAL SUMMARY

I am a second year undergraduate student passionate about building great products to improve the lives of others around me through excellent engineering.

EDUCATION

Bachelor of Computer Engineering **Expected Graduation 2026**

Rose-Hulman Institute of Technology

- Coursework: Object-Oriented Software Dev, Data Structure & Algorithm Analysis, AC & DC Circuits, Combinatorics, Embedded Systems, and Operating Systems

SKILLS

Programming Languages

- Proficient: Python, Java, JavaScript, C/C++, MATLAB, Ruby, Golang, Simulink, TypeScript
- Working knowledge: HTML/CSS

Technologies / Frameworks

- React, Git, Node.js, Playwright, Selenium, Ghidra, WireShark, MSP430, Puppeteer, SQLite3, GraphQL, Microsoft Office Suite, Google Suite, MongoDB, AWS

WORK EXPERIENCE

Software Engineering Intern, Aumtech **May 2023 - Aug 2023**

- Created a python program that automatically converted all recorded customer calls to be converted from .mp3 to .wav which resulted in 50% reduction in time required converting audio files.

Electrical Engineer, Rose Hulman Ventures **Jan 2023 - May 2023**

- Designed a LED panel and driver board using OrCad Cadence for a museum exhibit that saved the organization $5,000.

Intern, Bizwise Group **Sep 2021 - May 2022**

- Created framework for privacy and data for client organizations and client experience roadmaps which allowed for more efficient transitions between positions and reduced training costs by 2%.

PROJECTS

Password Authenticator

- Developed a multi-threaded GUI suite using Java and JavaF X to store user credentials by implementing encryption techniques like hashing to prioritize robust security and user privacy.
- Integrated 2 Factor Authentication and Selenium Automation to reinforce the security of the application and streamline website access, substantially elevating user convenience without compromising security.

Rubik's Cube Solver

- Developed and implemented an optimized variant of Kociemba's two-phase algorithm, allowing the program to solve a Rubik's Cube within 50-moves.
- Develop and deployed an application to make the Rubik's Cube solver accessible through a browser.
- Create a graphical representation of the Rubik's Cube that dynamically updates as the solver progresses through the solution.

Price Tracker

- Create a web scraping bot using Beautiful Soup to monitor and track the prices of products on Walmart.com.Bestbuy and Amazon.
- Implemented an alert system to notify you when there is a price drop beyond a certain threshold.

Object Finder

- Machine Learning & Computer Vision Image Identifier - iOS App
- Defined machine learning model through the use of Tensor Flow
- Incorporated the trained model into an iOS app, allowing users to identify objects in their photo library/camera