Sivan Reddy Pushpagiri

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EDUCATION

University of Florida — Gainesville, FL
Bachelor of Science in Computer Science, Minor in Statistics — *Aug. 2024 – Present*

Seminole High school — Sanford, FL
AP Scholar with Honor, International Baccalaureate Degree — *Aug. 2020 – May 2024*

EXPERIENCE

Software Engineer Fellow — Oct 2024 – Nov 2024
Cerebras Systems — *United States*

- Developed a style transfer app using Python and VGG19, achieving 90% stylistic accuracy on 1024x1024 images.
- Reduced inference time by 40% through GPU optimization and batch processing for deep learning tasks.
- Boosted performance by 50% and reduced costs by 30% using Cerebras' inference system for real-time processing.

Software Engineer Intern — Apr 2024 – Aug 2024
Shivam Solutions IT Consulting — *Sanford, FL*

- Debugged and optimized code, boosting website traffic by 25%.
- Improved front-end/back-end using HTML, CSS, JavaScript, Python, and SQL, reducing load time by 15%.
- Integrated new features with cross-functional teams, enhancing UX by 20%.
- Conducted code reviews and QA, resolving 95% of critical bugs.

Fiscal Assistant — Aug 2023 – Aug 2024
Shivam Solutions IT Consulting — *Sanford, FL*

- Maintained accurate financial records, ensuring 100% compliance with standards.
- Performed financial analysis, supporting strategic decisions and budget accuracy by 15%.
- Collaborated with auditors, providing insights that improved reporting efficiency by 20%.
- Streamlined accounting processes with software, reducing operational costs by 10%.

Financial Analyst — Jun 2023 – Aug 2023
FPP Coalition — *Sanford, FL*

- Presented financial plan in front of a panel of judges for funding, targeting $500K.
- Analyzed data to identify growth opportunities, increasing financial empowerment by 20%.
- Created strategies for underserved areas, leading to a 15% improvement in economic conditions.

PROJECTS

Image Style Transfer Application | *PyTorch, Neural Networks, Cloud Computing* — Oct 2024 – Nov 2024

- Developed real-time image style transfer with PyTorch and VGG19, achieving 90% feature extraction accuracy.
- Integrated Cerebras cloud API, reducing processing time by 50% for fast image transformation.
- Achieved 3x speed-up in style transfer over local processing, with scalability for video and user-facing apps.

Alien Invasion Game | *Pygame, JSON, Collision Detection* — Aug 2024 – Oct 2024

- Developed a 2D space shooter game in Python and Pygame, with 5+ levels and increasing difficulty.
- Implemented collision detection for bullets and enemies, achieving 95% accuracy in hit detection.
- Integrated score tracking, allowing players to accumulate up to 1,000 points per session.

TECHNICAL SKILLS

Languages: Java, Python, SQL (Postgres), JavaScript, HTML/CSS
Frameworks: Pygame, Pytorch
Developer Tools: Git, GitHub, VS Code, Pycharm, Slack, SQL Lite, pytest, Google Cloud Platform
Libraries: pandas, NumPy, Matplotlib