

# Sravika Gillela

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## EDUCATION

### Master of Science in Computer Science, California State University San Bernardino

- GPA: 3.68/4.0
- Coursework: Artificial Intelligence, Machine Learning, Software Engineering Concepts, Operating Systems

08/2023 – 05/2025 | San Bernardino, CA

## SKILLS

**Programming Languages:** Python, C++, C#, Java, JavaScript, SQL

**Machine Learning & Data Tools:** Scikit-learn, Pandas, NumPy, Facebook Prophet, Streamlit, Matplotlib, Seaborn, Product analytics, Experimentation, KPI tracking, Funnel analysis

**Game & Visualization Development:** Unreal Engine 5 (Blueprints, C++ scripting), Unity (C#), ArcGIS, 3D data visualization

**Web & Application Engineering:** Flask, React.js, HTML5, CSS3

**Cloud, DevOps & Distributed Systems:** AWS (Shield, EC2), Microsoft Azure (App Services, DevOps), Docker, Kubernetes, CI/CD (GitHub Actions, Jenkins)

**Networking & System Tools:** Wireshark, Scapy, Linux, Git, GitHub

**Databases:** MySQL, PostgreSQL, MongoDB, SQLite

**Concepts:** Object-Oriented Programming, Machine Learning, Distributed Computing, Data Structures & Algorithms, Parallel Processing, REST APIs, Agile Methodology

## EXPERIENCE

### Research Assistant, California State University San Bernardino

09/2025 – Present | San Bernardino, CA

- Contributing to a custom Unreal Engine 5 + ArcGIS tool used to dynamically import and visualize spatial archaeological data for the Wadi el-Hudi Expedition
- Implementing C++ scripting, Blueprints, and database programming (SQL/CSV ingestion pipelines) to automate data flow into the virtual environment, reducing manual integration time by 40%
- Processing and cleaning large-scale excavation datasets to improve geographic accuracy and visualization quality by 25%
- Optimizing 3D rendering logic and data-mapping workflows in Unreal Engine, improving environment load times by 20%

### Graduate Research Assistant, California State University San Bernardino

10/2023 – 05/2025 | San Bernardino, CA

- Built Docker and Kubernetes based containerized environments, reducing environment setup time by 30% for ML and HPC workloads
- Designed CI/CD pipelines (GitHub Actions, Jenkins) to automate research workflows, decreasing deployment errors by 50%
- Optimized GPU/CPU resource utilization using CUDA profiling tools and container scheduling, accelerating ML experiments by 20%

### Instructional Student Assistant, California State University San Bernardino

09/2024 – 12/2024 | San Bernardino

- Tutored 50+ students in C++, OOP, pointers, and debugging using GDB, Visual Studio, and CLion, improving class performance by 15%
- Delivered hands-on modules on memory management and problem-solving, helping students reduce assignment errors by 30%

## PROJECTS

### Predictive Analytics for E-Commerce Sales

- Forecasted 12-month sales trends on 500K+ records using Python (Pandas, NumPy) and Facebook Prophet, improving demand prediction accuracy by 18%
- Built a scalable data processing pipeline in Python, reducing preprocessing time by 40% and enabling smooth analysis on 1M+ rows
- Designed decision-making dashboards with Tableau and Streamlit, cutting executive analysis time by 25%
- Implemented outlier detection and seasonal decomposition algorithms, improving model stability by 20%

### Customer Churn Prediction

- Developed a churn prediction model using scikit-learn (Logistic Regression, Random Forest) that achieved 76.5% accuracy and 22% higher precision after SMOTE balancing
- Automated the entire ML workflow using Pandas, NumPy, and Scikit-learn pipelines, reducing model retraining time by 40%
- Delivered a real-time prediction dashboard built on Streamlit, improving retention strategy planning by 30%
- Performed EDA using Seaborn and Matplotlib, identifying key features that increased the model's F1-score by 17%

### Math Pawzle

- Built an interactive Unity/C# math game with adaptive difficulty and reward mechanics
- Deployed the game to the cloud using Azure App Services and automated builds via Azure DevOps CI/CD, achieving 99% uptime
- Optimized gameplay logic and assets in C#, reducing load times by 20% and increasing engagement by 20%

## CERTIFICATES

**Forage:** JPMorgan Chase & Co - Software Engineering job Simulation

**Forage:** Skyscanner - Software Engineering Job Simulation