Suyash M

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Education

Virginia Tech

B.S, Computer Science (GPA: 3.75)

- **Coursework:** Foundations of Engineering, Software Design/Data Structures, Computer organization, CS - Intro to problem solving

Experience

Red Hibbert Group | *Summer Intern* **Jun 2024 - Aug 2024** • Collaborated effectively within a cross-functional team to modernize websites, emphasizing usability, performance, and adherence to industry standards while showcasing strong problem-solving skills.

- Redesigned and implemented website updates using Webflow, React, and HTML, demonstrating adaptability and precision in applying modern front-end development practices.
- Deployed updated websites in an agile environment, ensuring high-quality results and a commitment to excellence in technology delivery.

InspiritAI | *Summer Intern* **Jun 2022 - Aug 2022** • Worked alongside a Stanford Ph.D. lead data scientist to develop object detection models for self-driving cars, underscoring teamwork and a high-energy approach to solving technical challenges.

- Implemented neural network and convolutional neural network models to focus on accuracy testing, reflecting an ability to manage complex algorithmic projects.
- Applied efficient techniques like the sliding window algorithm and bounding box prediction to process video streams within a distributed computing workflow.
- Demonstrated technical proficiency in designing and coding large-scale systems, aligning with fundamental tools development practices.

Relevant Academic Projects

Virginia Tech | *HokiePokie* **Sep 2024 - Dec 2024** • Collaborated in a group of 4 to build a web app using React that recommends courses to help track overall academic progress given their transcript.

Virginia Tech | *Diggeridoos* **Sep 2024 - March 2024**

- Worked in a team to enhance a previous design for a drill to significantly reduce this cost per mile while increasing the speed and efficiency of tunnel construction and programmed the entire console for the drill using React.

Tesla STEM | *Advanced Projects in Java* **Jan 2023** • Programmed in a group of five, a video game that represents a more farming version of Mario kart.

- Programmed in Rust a generative art code API for children so that they can understand the basics of coding through creation of recursive shapes.

CS §EF | *Machine Learning to predict cloud precipitation* **Jan 2021** • Developed a convolutional machine-learning model for predicting precipitation levels in clouds using satellite images under the guidance of UW professor, Dr. Dale Durran.

- Tested the model against multiple data samples and fine-tuned to achieve 94% accuracy.

CodeDOJO | *Advanced AI application development* **Sep 2020** • Learned basics of artificial intelligence and machine learning models like linear regression, logistic regression, neural networks, and convolutional neural network models.

- Worked on a python program using a CNN model for recognizing handwritten numbers.

Skills

- **Programming Languages**: Python, Rust, Javascript, Java, C++, C#, SQL, HTML, Typescript, Go, Swift, R, CSS,
- **Software Development**: NET, WPF, Tools Development, Linux
- **Tools & Platforms**: Webflow, AdobeInDesign, Illustrator, python notebooks, Tensor flow, jGrasp, VS code, Github, GenAI, Test generation tools, QuickCheck, Hypothesis , React
- **Soft Skills**: Quick learner, Strong communication, problem solving, persistence
- **Knowledge & Concepts**: Object-oriented design, Automated Reasoning, Compilers, Type checkers, Code analysis tools, Property-based testing, Linux / Bash Scripting

Awards/Certifications

- **Generative AI with large language models**: Amazon/AWS, July'24
- **Data Science Professional Certificate**: HarvardX, May'24
- **Professional Certification in Python Prog**: Georgia Tech, Aug'22
- **Certificate at Joy of Coding Bootcamp**: UMich, July'22