

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 | HookPoke

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 | Diggerooos

- 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#, OCaml, Haskell, SQL, HTML, Typescript, Go, Swift, R
- **Software Development:** NET, WPF, Tools Development, Linux
- **Tools & Platforms:** Webflow, AdobeInDesign, Illustrator, pychoy notebooks, Tensor flow, jGrasp, VS code, Github, GenAI, Test generation tools, QuickCheck, Hypothesis
- **Soft Skills:** Quick learner, Strong communication, problem solving
- **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