VAMSI GAJJELA

vmgajjela@gmail.com
416-523-0913
VamsiGajjela

Skills

TECHNICAL SKILLS

Python
Django
Java
Ruby
HTML
CSS
RobotC
Arduino
Git

SOFT SKILLS

Good Communication
Team Player
Creative Thinker
Collaboration

Education

University of Toronto — Sept. 2019 to Current
Computer Science (HBSc)
Earned $2000 scholarship for academic achievements

Projects

Transit System Program — Oct. 2020 to Nov. 2020

- Lead a team of 4 and made use of scrum methodologies
- Wrote a java based program that mimics the functionality of common city transit systems
- Simulates and generates various transit events
- Allows users to create custom transit events using a GUI to run simulations on

Sentiment Analysis — May 2020

- Program to analyze positive and negative sentiment in a body of text
- Trained on data from a variety of sources including IMDb and Amazon reviews
- Used a linear support vector machine (SVM)

File Compression/Decompression — Mar. 2020 to Apr. 2020

- Software that performs lossless compression and decompression of files
- Utilizes Huffman trees to map symbols to codes according to their frequencies
- Decompression is achieved by traversing the path on the tree corresponding to mapped code
- Works on a variety of file types including .txt, .mp3, .wav, .jpg, and .bmp files

Lyric Generator — Nov. 2019

- Created an application that can mimic lyrics from a specified artist (default is the RnB artist The Weeknd)
- Uses a trie to form phrases and verses using words related to target user's lyrics
- Supports wide configurability for tweaking output lyrics

URL shortener — June 2019 to July 2019

- Designed and created a URL shortener using Django, and SQLite
- Built a simple user interface HTML and CSS for frontend
- Handled business logic in the backend using Python
- Served users by deploying live version of the application onto Heroku

Mario Kart Remastered — Mar. 2018 to June 2018

- Worked effectively in a three person team to design, plan, and create a video game
- Utilized the PyGame module to handle user input and render artwork onto the screen
- Implemented local multiplayer functionality and a high score tracker
- Created enemy players to act as obstacles for users

Arduino MP3 — Dec. 2017 to Jan. 2018

- Created an MP3 player using the Arduino ATmega microcontroller
- Planned and worked efficiently with another teammate to complete this project before our deadline
- Utilizes LEDs and a LCD display to indicate program status to user and a Piezo buzzer to output audio
- Worked with a 830 Tie-Point breadboard, 300 ohm resistors, buttons, jumper wires, and an alphanumeric LCD screen along with LEDS

Hobbies

Karate, Swimming, Soccer