Vickram Chennupati

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Education

Purdue University Aug. 2025 – Present
Bachelor of Science, Computer Science

Georgia State University Aug. 2024 – May 2025
Dual Enrollment

Experience

Software Engineer Intern - Datafruit June 2025 - August 2025
San Francisco, CA

- Worked at YC backed startup, directly reporting to the founding team
- Built and evaluated an AI agent that efficiently analyzed logs from cloud infrastructure
- Worked with the latest models from Anthropic and Google

Cellular Automata Research Assistant April 2023
Gyeonggi Science High School for the Gifted *Suwon, Korea*

- Worked with students at a prestigious school in South Korea
- Selected among a large applicant pool for a cross-cultural exchange/research program in South Korea
- Published research on multi-state cellular automata

ACSL Club August 2024 – May 2024
Fulton Science Academy *Atlanta, Georgia*

- Developed expertise in algorithm design, Boolean algebra, data structures, and computational theory through ACSL contests.
- Applied C++ & Python to solve time-constrained programming challenges in a competitive environment.

Projects

Platformer Video Game | *Unity, C#* August 2023 – March 2024

- Built a game using the Unity Game Engine for the Georgia Student Technology Competition
- Won the GASTC regional competition for the "Video Game Design" category

Shrimp Feeder Sensor System | *Python, LiDAR, Optical Sensors* May 2025 – Present

- Designed and built a smart shrimp feeder system integrating LiDAR sensors to detect underwater objects, optical sensors to monitor dissolved oxygen, and environmental sensors for pH, temperature, and salinity.
- Developed real-time data collection and processing pipelines to estimate shrimp population and monitor overall health using Python and sensor APIs.

Technical Skills

Languages: Java, Python, C/C++
Frameworks: React
Developer Tools: Git, VS Code, Neovim
Libraries: Pillow