

VINEETH NAREDDY

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EDUCATION

Georgia Institute of Technology, Bachelor of Science in Computer Science 2023 - Present, Expected 2025

- GPA: 3.83/4.0
- Concentrations in Artificial Intelligence and Networking & Databases
- Relevant Coursework: Intro to Database Systems, Probability & Statistics, Intro to Artificial Intelligence, Systems & Networks, Dsgn & Analysis-Algorithms

Worcester Polytechnic Institute, Computer Science Major 2022 - 2023

- GPA: 4.0/4.0; Dean's List: 2022 Fall Semester and 2023 Spring Semester
- Relevant Coursework: Accelerated Object-Oriented Design Concepts, Intro To Machine Organization & Assembly Language, Discrete Math, Algorithms, Systems Programming Concepts

PROJECTS

LifeScale (HackHarvard) Fall 2022

- Designed the User Interface of a website that allows users develop weekly plans to keep track of their progress, while helping to reduce user bias to survey questions.
- Collaborated with a team of 3 people to form a business model and monetization strategy, figuring out which generations to advertise to and planning to integrate it along with other industries.

Android Gaming App Development Summer 2023

- Developed an Android gaming app with 3 other teammates using the Agile methodology, Git and GitHub, and design patterns and principles.
- Applied basic game rules into our games and even created a bot for a Tic-tac-toe game that attempts to make winning moves or moves that blocks the user from winning when possible.
- Refactored our teams code using design patterns like the Singleton and Mediator patterns.

Airplane Management System Database Schema Implementation Fall 2023

- Modeled an Enhanced Entity Relationship Diagram (EERD) to reflect a scenario describing an airline management system
- Designed a airline management system database schema in MySQL Workbench from my EERD
- Implemented stored procedures and views to modify and depict the information in the database state

Particle Simulator Fall 2022

- Incorporated fundamental physics to determine the next particle-particle or particle-wall collision that will happen at any time in the program and the new positions of each particle after the collision.
- Established a min-heap to determine the next valid collision and rendered all the particles via JavaFX.

EXTRA-CURRICULAR ACTIVITIES & LEADERSHIP

Chess Club 2021 - Present

- Represent Georgia Tech in the Collegiate Chess League and won the Division II section in the Fall 2023 Semester.
- Intermediated between leaders of the WPI club and Boston-area clubs to form an intercollegiate chess tournament
- Planned weekly lessons and the school-wide tournament as the co-president of my high school's chess club.
- Captained one of four Georgia Tech chess teams at the 2024 Pan-American Team Championships

SKILLS

Java, JavaFX, Git, GitHub, SQL, Android Studio, C/C++, Assembly, R, MATLAB, Python, Microsoft Office