

VINEETH NAREDDY

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EDUCATION

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

- GPA: 3.71/4.0, Concentrations in Artificial Intelligence and Networking & Databases
- Relevant Coursework: Computer Networking, Intro to AI, 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, Discrete Math, Algorithms

WORK EXPERIENCE

High Performance Computing Researcher June 2024 - August 2024

Worcester Polytechnic Institute

- Analyze HPC research papers and present code optimization strategies that achieve a 20% speed up
- Collaborate with researchers to evaluate experimental findings in areas such as job schedulers like SLURM, performance metrics & benchmarks, and Operational Data Analytics (ODA) Systems

Knack Tutor August 2024 - Present

- Teach students AI search-related algorithms and the components and function of a computer datapath
- Compose lecture plans based on student needs and utilize illustrations to break down complex concepts

Chess Coach May 2024 - August 2024

Future Masters Chess Academy

- Develop lesson plans and actively teach 15 younger students to learn and develop their chess passion
- Directed 2 tournaments of 12 students each and ensured they followed standard protocol in tournaments

LEADERSHIP

Chess Club: Tournaments Officer 2021 - Present

- Captained one of four Georgia Tech chess teams at the 2024 Pan-American Team Championships
- Planned weekly lessons and the school-wide tournament as the co-president of my high school's chess club
- Represent Georgia Tech in the Collegiate Chess League and won the Division II section in the Fall 2023 Semester

CERTIFICATIONS

- Oracle Generative AI Professional (LLMs, RAG, Oracle Cloud Infrastructure and APIs) July 2024

PROJECTS

AI Makerspace VIP Team Jan. 2024 - Present

- Leveraged the OpenAI API and other LLM frameworks and libraries to develop a program where users can develop their understanding of complex concepts within a textbook
- Developing the frontend of a specialized tutoring assistant for fellow students to receive help in their classes and to utilize resources in Georgia Tech's AI Makerspace supercomputing hub

Android Gaming App Development Summer 2023

- Developed an Android gaming app with 3 other teammates using the Agile methodology and design principals
- Incorporated an AI agent for the 'hard' level of our 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

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

TECHNICAL SKILLS

Languages: Java, Python, C/C++, SQL (MySQL), HTML/CSS, JavaScript, MATLAB, R

Frameworks: React.js, JUnit, Bootstrap, OpenAI API

Developer Tools: Git, Github, Docker, VS Code, Eclipse, Figma

Operating Systems: Linux, Windows