Srilahari Pathivada

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EDUCATION

The University of Texas at Dallas, Texas, USA　　　　　　　　　　　Aug 2021 - May 2023
Master of Computer Science in Data Science　　　　　　　　　　　　　**GPA: 4.00/4.00**
Courses Taken: Big Data Management and Analytics, Machine Learning,
Probability and Statistics, Artificial Intelligence,
Design and Analysis of Computer Algorithms

The University of Texas at Dallas, Texas, USA　　　　　　　　　　　Aug 2018 - Dec 2020
Bachelor of Computer Science　　　　　　　　　　　　　　　　　　**CGPA: 3.98/4.00**

SKILLS

- Languages: C++, Python, R, Html, Java
- Big Data Analytics, Apache Hadoop, Machine Learning, KNN, Linear and Logistic Regression, Artificial Intelligence, Neural Networks, Deep Learning, SQL (Normalization), Tableau (prep) Excel (Optimization), Market Basket Analysis, Time Series Forecasting, ETL, A/B Testing

ACADEMIC PROJECTS

Machine Learning Projects

Real Time Face Mask Detector　　　　　　　　　　　　　　　　November 2021
- Developed a deep learning model for face mask detection using Python, Keras, and OpenCV
- Trained the model using Keras with network architecture and tested with OpenCV

Music Genre Classification　　　　　　　　　　　　　　　　　　November 2021
- Developed a classifier on audio files to predict its genre
- Extracted important components and features from GTZAN dataset audio files
- Implemented a K nearest neighbor

Speech Recognition AI　　　　　　　　　　　　　　　　　　　October 2021
- Used speech recognition APIs to read audio files, segments, and deal with noise to allow the app to understand speech similar to SIRI or ALEXA

Facial Detection　　　　　　　　　　　　　　　　　　　　　February 2020
- Utilized OpenCV to detect faces in real time in photos and videos with C++
- Applied several different classifiers for various object detections

C++ Projects

Credit Card Validator　　　　　　　　　　　　　　　　　　　November 2019
- Programmed a credit card validator with the use of Luhn's algorithm to check for basic and complex digit-wise calculations to verify various credit cards

Sudoku　　　　　　　　　　　　　　　　　　　　　　　　　October 2019
- Created a 9x9 Sudoku game but hard-coding the initial values
- Implemented backtracking to find rows and columns that were assigned and values

Race Car Video Games　　　　　　　　　　　　　　　　　　　April 2019
- With the use of C++ created a race car game that implements boundaries for the car and damage detection resulting in the loss of health

AWARDS

- Jonsson School Graduate Study Scholarship
- Dean's Excellence Scholarship
- Excellence in Education Scholarship Endowment
- Comet Transfer Scholarship
- Williams Communications Solutions Scholarship