

Amartya Vadlamani

Software Developer

University College London — Graduating 2020 — 2nd Year MEng Computer Science — Predicted 1st Class Hons

Skills

- Python Development
 - Flask, Django
 - data science
- Java
 - Android
 - Desktop
 - Unity Plugin
- Systems Programming
 - C
 - Rust
 - OpenGL, GLSL
- Database Management
 - SQL (Postgres, SQLite3)
 - NoSQL (Redis)
- Linux Command Line (Bash + Zsh)
- Linux System Administration
- Responsive Web Design
 - HTML5
 - CSS3
 - Javascript
 - JQuery

Contact

Email (preferred)

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Phone

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LinkedIn

www.linkedin.com/in/avadlamani

Github

www.github.com/zephyr12

Personal Site

amartya.tech

Employment Authorisation

Nationality — British

Work Authorisation — Green Card

Past Positions

Summer Security Intern — BT Security (06/2017)

I created an API using Flask that aggregates and normalises IP reputation information from different sources and formats. The API can then be used to check if the IP is malicious. e.g. Part of a known botnet or connected to a spam network.

The system was created using PostgreSQL, Flask and Nginx to provide a RESTful API that follows all RESTful principles including HA-TEOAS. I also built a composable parser system to increase the system's extensibility and long term usability.

Web Developer — Synapse Neuropsychiatric Services Ltd (04/2017)

I built and maintained a python and SQLite3 based web app, which defines a RESTful interface on the server side and allows the front end to track details about the clients, events and billings and generate PDF invoices. I used HTML5, LESS and CoffeeScript to create an intuitive and responsive front end.

Projects

Engagement Analysis Pipeline — Capita (Current)

I am building a data analysis pipeline for Capita, a service based company that deals in improving educational processes. The pipeline uses natural language processing techniques such as Sentiment Analysis and Named Entity Recognition to provide a summary of how parents and students interact with their schools.

VR Content Tagging — Imperial Medicine (05/2017)

I also worked on building a two-part system with both a web tagging engine and a mobile VR viewer.

The web tagging engine, made with Django allows the user to upload and tag VR videos with HTML, images, PHP forms etc. The engine then exports this data to a custom file format. The viewer is powered by the Samsung Gear VR's API. Then the VR viewer uses this data to control the appearance of tags and allows the user to interact with them.

Achievements and Accomplishments

- Bloomberg Code Con — Finalist
- UCL 24 Hour PixelJam — Most Innovative Game
- Facebook Hackathon (London) — "News Balance"
- UCL LearnHack — Best Prototype Solution
- Academic Scholarship — Padworth College
- Circle Tap — Android Game
- Through the Silicon Looking Glass — Published Dec 21st