Amartya Vadlamani

Freelance Software Developer
University College London — MEng Computer Science (2020)

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)
amartya.vadlamani@gmail.com

Phone
+44 744 529 1618

LinkedIn
www.linkedin.com/in/avadlamani

Github
www.github.com/zephyr12

Personal Site
amartya.tech

Employment Authorisation

British National and US Green Card Holder

Recent Positions

Part-Time Data Science Consultant — Beekin (Current)

Beekin is a start-up that aims to provide cloud based property market analytics and visualisations that integrate with GIS data and visualisation APIs. I am currently working on the construction of a data analysis pipeline that builds a queryable normalised dataset from a stream of PDFs.

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 HATEOAS. I also built a composable parser system to increase the system's extensibility and long term usability.

Projects

Engagement Analysis Pipline — 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