Amartya Vadlamani

Software Developer

Skills

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

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

Past Projects

IP Reputation System — 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.

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.

Education

University College London — MEng Computer Science

Predicted 1st Class Hons.

Recent Competition Victories

- UCL 24 Hour PixelJam — Most Innovative Game
- Bloomburg Code Con — First Stage Pass

Key 2nd Year Modules

- Systems Engineering
- Logic and Database Theory
- Engineering Mathematics in Finance
- Computer Architecture and Concurrency

Key 1st Year Modules

- Principles Of Programming (C)
- Principles Of Programming (Haskell)
- Object Oriented Programming (Java)
- Discrete Maths for Computer Scientists