

ABHINAV MAMIDIPAKA

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OBJECTIVE: Obtain Computer Science Full-Time Starting Fall 2022

Education

The Pennsylvania State University – University Park, PA

Major: Bachelor of Science in Computer Science – Dean's List Scholar

Graduating: May 2022

Minors: Math, Technology Based Entrepreneurship and Innovation

Relevant Coursework: Data Structures and Algorithms, Distributed Systems, Systems Engineering, Data Bases, Object Oriented Programming

Technical Skills: Python, Java, HTML, C++, Ruby, Artificial Intelligence, Salesforce, JIRA, Databases

Clubs: Triangle Fraternity (Δ), PyLO, Blockchain, SASA, HackPSU, Sigma Nu Tau (ΣNT)

Work Experience

Tesla Motors – Vehicle Software Intern

05/2021 – 08/2021

- Contributing to cross-functional system architecture, software system design, and analytics applications
- Configured the gateway within the Simulator by adding **~100 signals** to ensure success during automation
- Developed automation to improve the efficiency of validating the vehicle and reduce manual testing time by **~3 hours** per vehicle per release

College of IST – Artificial Intelligence Researcher

01/2021 – 05/2021

- Created, Calibrated, Correlated Social Media Signals of Cyberattacks leading to Chronic Traumatic Encephalopathy
- Retrieved relevant tweets from Twitter Premium API, and relevant English-language local, national, and international news articles from the Nexis Uni Database
- Processed datasets containing more than **110,000 tweets** and **20,000 full text articles** to remove all unnecessary terms to calculate sentiment score analyzing CTE (Chronic Traumatic Encephalopathy)

NASA L'SPACE LUCY Mission – Administration Team Lead

08/2020 – 12/2020

- Developed, tested rover mission goals such as navigating through the terrain, capturing objects, utilizing color sensors, and producing audio with astonishing NASA scientists and engineers
- Coordinated with Mechanical and Science team for rover design and development with design engineers making sure, all interfaces were understood completely to develop a perfect plan to go from Earth to Enceladus

Blackberry – Technical Intern

06/2020 – 08/2020

- Enhanced FAQ to provide easy access to information to reduce questions received by **~20%**
- Improved Support Request and Portal Registration experience for all customers by providing an enhanced UI design (ease of use) and leading questions to provide deeper analysis of the problem
- Creating a way to protecting customer data such that the file is only going to be accessible only to employee's that need to access to the customer's data

Leadership Experience

Forum Media LLC – Founder/CEO

Spring 2021 – Ongoing

- A free social media blogging service that allows registered users to freely post and express their opinions on the Forum
- <https://www.forummediallc.com> (website and mobile application still in development)

Anthos – Founder/President

Summer 2017 - Ongoing

- Anthos, Greek for blossom, is a streetwear brand which strongly expresses the idea of not conforming to society and rising above adversity. Emphasizing the idea of having simple but elegant clothing to represent streetwear enthusiasts, represented by our signature logo the Lotus, showing how a person can blossom, and rises against their problems and keeps going.
- Managed a board consisting of **7 members, 3 investors** and had weekly meetings with at least **10 members** to develop ways to fundraise money to developing the business. Profits of the business go towards NAMI, the National Alliance on Mental Illness.

Programming Club – Founder/President

Fall 2017 - Spring 2019

- Empowering **~500 students** under the age of 18 to prepare for careers in Engineering and Technology. Students learned the basics of Java, Python, and HTML in Programming Club.
- Expanded the image of Engineering and Technology professions as a positive force in improving the quality of life and demonstrating the value of diversity and inclusion.

Projects

Scatter Gather Drive [repo](#)

Fall 2020

- Creation and extension of user-space device driver for new Internet service called the Scatter Gather drive in using UNIX and C
- Created a peer-to-peer system where data is placed on filesystem and on a bunch of external hosts
- Sent a series of messages across a network to communicate and receive data in the form of blocks

Maze ARAI [repo](#)

Fall 2020

- Developed a mobile game that is at the same skill level as the player such that the player doesn't feel unintelligent
- Using machine learning and artificial intelligence the game determines the skill level of the player and learn from their gameplay
- Custom build AR engine that renders the maze among household items, CiscoAPI to speed up rendering and game processing

Insta Care [repo](#)

Spring 2020

- Developed a multi-platform (mobile and web) health care app using Python, React, MongoDB, and HTML
- An artificially intelligent application where a doctor will be assigned to user based on their symptoms, feelings, location
- Included a multibody system for users to indicate any specific symptom they have and get instant care