Anusha Dandamudi

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Education

UC BERKELEY | AUG 2020—MAY 2021
M.S. Computer Science

UC BERKELEY | AUG 2015—DEC 2019
B.A. Computer Science
B.A. Statistics

Relevant coursework:
Data Structures
Machine Structures
Discrete Math and Probability
Computer Security
Operating Systems
Internet Architecture
Algorithms
Database Systems
Artificial Intelligence
Machine Learning
Machine Learning Systems
Deep RL

Awards

Outstanding Undergraduate Student Researcher, May 2019

Skills

Programming Languages
Java, Python, C, SQL, HTML, CSS, Javascript, R

Libraries/Frameworks
Pytorch, Hadoop/Hive, Spring Boot, Node.js

Tools/Platforms
Git, Docker, LaTeX

Work Experience

Software Engineer Intern, Trifacta JAN 2020—AUG 2020

- Improved user experience when importing data for previewing Hive tables with thousands of partitions by decreasing load times by up to ~50%
- Wrote test framework and integration tests for ensuring data integrity during ingestion to the webapp from a variety of database vendors

Software Engineer Intern, Cisco MAY 2017—AUG 2017

- Increased flexibility of the company interviewing pipeline by enhancing a webapp used by employees when signing up to interview candidates — by adding superuser functionality and ability to transfer responsibility
- Improved employee productivity by helping develop a chatbot to facilitate Employee Services tasks

Research

RISELab, UC Berkeley JAN 2019—PRESENT
Helped decrease latency in a Python system that manages the workflow development phase of the ML lifecycle by reducing volume of data logged by solely capturing non-deterministic behavior
**Publication in review: Hindsight Logging

Teaching

CS 61C Undergraduate Student Instructor JAN 2019—DEC 2019
Taught low-level concepts including memory management, assembly, datapath, caches, and virtual memory to a class of up to ~1100 students; led weekly discussion and lab sections consisting of ~40 people

CS 61C Tutor JAN 2018—DEC 2018
CS 61C Academic Intern AUG 2017—DEC 2017
CS 61B Academic Intern JAN 2017—MAY 2017
CS 61A Academic Intern JUN 2016—DEC 2016

Projects

Website https://adandamudi.github.io/personal-website/ 2020
PintOS Implemented OS modules (user progs, threads, file system) 2018
DemShapes Designed a two-player game using Unity SW CalHacks 2017