

SIDDHANTH SATISH

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EDUCATION

University of Massachusetts, Amherst

09 2019 – 05 2023

BS Computer Science and Mathematics - **CGPA** - 3.6/4

Amherst, MA

COURSEWORK

Machine Learning, Natural Language Processing, Artificial Intelligence, Mobile Health Sensing and Analytics, Computer Systems Principles, Programming Methodologies, Data Structures and Algorithms, Linear Algebra, Probability, Calculus.

EXPERIENCE

Manning College of Information and Computer Sciences

09 2021 – Present

Teaching Assistant

Amherst, MA

- Graded projects and provided feedback to students in the Introduction to Problem Solving with Java (CS 121) course.
- Helped 50+ students debug their code and clear their technical queries in the class discussion forum.

Pioneer Valley Planning Commission (PVPC)

02 2021 - 05 2021

Software Developer

Springfield, MA

- Built full-stack web app that tracks metadata for internal software projects and provides visualization and analytics.
- Optimized administrative process by transforming their project database into a queryable, scalable, indexable format.
- Technologies Used: Balsamiq Wire framing, PostgreSQL, Python Flask, JavaScript, CSS, HTML5

College Cabin Crew

08 2020 – Present

Founder

Chennai, India

- Directed an education consulting and mentor-matching non-profit organization which recruited 50 mentors to help over 80 Indian students to secure graduate and undergraduate admissions in programs spread across 8 countries and 30 majors.
- Executed customer centric quality control through in-depth call-evaluation and customer feedback analysis increasing our average customer satisfaction rating from 3/5 to 4.5/5 over a two month period.

PROJECTS

Headline Classifier [↗](#) | Python Spacy, NLTK, Torch, Jupyter Notebooks

12 2021

- Built classification algorithms like Logistic Regression, Naive Bayes, SVM, and BERT to achieve best accuracy of 60%.
- Used confusion matrix of the best model to draw conclusions on which classes are misinterpreted the most.

Hey That's My Fish! [↗](#) | C

09 2021

- Built a text based game called "Hey that's my fish" of one level with a human user and AI using C.
- Maintained the project with a MakeFile and tested and debugged the game in VIM.

Connect 383 (Modified version of Connect 4) [↗](#) | AI with Python

03 2021

- Implemented a game playing agent for "Connect 383" that played against humans or other automated agents.
- Implemented min-max algorithm and alpha-beta pruning to recursively traverse the game tree and find value of states.

Healthify [↗](#) | Python Numpy, SciPy, Matplotlib, Jupyter Notebooks

02 2021

- Detected number of steps taken from iPhone's accelerometer data using a step-detection algorithm with 99% accuracy.
- Developed activity recognition classifier to identify user activity (cycling, walking, jumping, sitting) with 85% accuracy.
- Derived heart rate and breath rate from Photoplethysmography (PPG) signal using signal filtering techniques.

8 Puzzle Maze Solver [↗](#) | AI with Python

02 2021

- Performed 4 Graph Searches Strategies (BFS, DFS, UCS, A*) to solve the 8 Puzzle Problem.
- Implemented back-tracking to return the path taken by the algorithm.

TECHNICAL SKILLS

Languages: Java, Python, SQL, NoSQL, C, C++, MATLAB, R, JavaScript, CSS, HTML.

Developer Tools: VS Code, Eclipse, Jupyter Notebooks, MS Office Suite, Google Apps

Technologies/Frameworks: PyTorch, Flask, Numpy, Pandas, SciPy, Matplotlib, Seaborn, scikit-learn, Linux, Git, GitHub, ReactJS, NodeJS, ExpressJS, MongoDB, Flutter