Anish Devineni

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Education

University of California, San Diego — La Jolla, CA
B.S. in Mathematics-Computer Science – GPA: 3.72/4.0 — *August 2021 – December 2024*

Experience

Software Engineer — November 2023 – Present
Auditionify — *Remote*

- Built and deployed artist recommendation algorithm for recruiting portal using Cosine similarity and K-Nearest Neighbors algorithms to help connect over 10,000+ artists and recruiters in Latin America and India
- Improved Search Engine Optimization for Blog and Recruiter Portal to improve user traffic by 12%
- Helped deploy architecture to support end-to-end payment system for Indian product launch with RazorPay API

Software Engineering Intern — June 2024 – August 2024
CBRE Group Inc. — *Dallas, TX*

- Joined the Valuation & Advisory Services Team to build a real-estate valuation platform for sellers and bidders
- Streamlined large-scale data migration of billing data on backend PostgreSQL and MySQL databases
- Increased code coverage of API's by 40%, helped migrate over 450,000 entities with AWS EC2, and optimized upload API endpoints to work 30% faster with Spring JPA bulk upload framework
- Designed and deployed API documentation portal with Slate used by over 160 developers across 12 teams

Lead Software Engineer — March 2022 – May 2024
Compass Institution @ UC San Diego — *San Diego, CA*

- Constructed, long short-term memory, linear regression, and moving exponential averages models to predict food insecurity in Asia by forecasting rough rice futures and crop commodity market trends
- Managed a team of 4 engineers in the design and deployment of a scalable backend architecture with Azure ML
- Built data pipeline with Kafka processing over 1 million data points monthly, enhancing pipeline efficiency by 35%

Projects

CNN Classification of AI-Generated Faces | *Python, TensorFlow, PyTorch* — January 2024 – March 2024

- Designed and trained a custom Convolutional Neural Network (CNN) architecture as well as a ResNet50 architecture based model to identify AI-generated faces with an 86.57% accuracy rate
- Implemented optimization techniques including Bayesian optimization and early stopping, significantly improving model precision to 0.8879, recall to 0.8371, and achieving an F1 score of 0.8618
- Processed and normalized a dataset of 140,000 images, balancing computational efficiency with model performance

Restaurant Rating Predictor | *Python, NumPy, Machine Learning* — October 2023 – December 2023

- Developed a geospatial restaurant rating predictor using 29.5 million reviews from over 92,000 California businesses
- Implemented Stochastic Gradient Descent and Bayesian Optimization to fine-tune geospatial model, as well as baselines including User/Item-KNN using Cosine Similarity and standard latent factor predictors
- Achieved a 6.16% reduction in MSE and a 7.13% reduction in RMSE compared to baseline models

Spotify Higher/Lower | *React, NodeJS, MongoDB, HTML/CSS, REST APIs* — May 2022 – August 2022

- Utilized the Spotify API and the React JS framework along with Node JS to deploy the backend to develop a web application game that challenges you to guess which of your personal favorite songs or albums is more popular
- Stored data in MongoDB server, including global top scores to keep relevant leader board information
- Handled traffic and data storage of 300+ players and over 2000 games played

Technical Skills

Languages: Java, Python, C++, SQL, JavaScript, HTML/CSS, Go
Frameworks: Spring Boot, React, Node.js, Vue.js, JUnit, Agile/Scrum
Developer Tools: Kafka, PostgreSQL, Git, Docker, AWS, Postman, Linux, MongoDB
Libraries: Apache Spark, pandas, NumPy, PyTorch, TensorFlow