SAHITH BODLA

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EDUCATION

University of Illinois at Urbana-Champaign   *August 2022 ~ May 2026*

Bachelor of Science in Computer Science
Planned Early Graduation in May 2025

WORK EXPERIENCE

OneSpace, *Cofounder, Full-Stack Engineer*   *February 2023 – present*

- Implemented chatbot that can answer queries about the stored documents, enhancing user experience
- Designed a PDF data storage to efficiently retrieve and save annotations, improving document management.
- Collaborated closely with a team on full-stack web development, utilizing front-end HTML/CSS and back-end JS.
- Successfully competed in the Cozad New Venture Challenge, winning cash prizes and awards

V4U LLC, *Software Intern*   *August 2021 – May 2022*

- Contributed Python code to extrapolate resale prices and costs of returned goods and provide data modeling analyses for optimized pricing
- Acquired knowledge of front-end design to create a website for user interaction and customer relations

ACTIVITIES

Founders - Illinois Entrepreneurs, *R&D Software Developer*   *February 2023 – present*

- Established a front-end Cofounder-Match website for the Technology Entrepreneur Center
- Implemented HTML/CSS/JS design for user interaction and web design
- Collaborated with back-end team to store user profile and information via Django REST framework

NOBE Consulting, *Startup Consultee*   *February 2023 – present*

- Provided crucial business advice and data to a workplace regulation startup to project growth and necessity
- Researched market sizing statistics for reg-tech firms for Illinois
- Presented data to startup owners prior to Cozad New Venture Challenge, proceeding to be in top 6 teams

Quant Illinois, *Trading Division*   *February 2023 – present*

- Research current strategies for momentum trading algorithms e.g. MAC-D, RSI divergence, Ichimoku Cloud
- Simulated portfolios with backtesting to project stock progression and optimize trading strategies

VaccinateCA, *Web Developer/Coder*   *January 2021 – April 2021*

- Coded automated scraping software to gather info on vaccine availability and eligibility in West Coast clinics
- Improved API and UI for website aesthetic and functionality
- Mentored newcomers in various concentrations/specialized tasks e.g. outreach and manual data input

PROJECTS

A Deep Dive – Applying AI and Neural Networks to Project Human Biomechanical Efficiency in Swimming   *September 2021 – May 2022*

High School Senior Project

- Applied advanced Python libraries to enable image data analyses within convolutional neural networks
- Offered quantitative approach to analyzing physics and biomechanical efficiency in freestyle swimming
- Projected skill level and methods to improve technique for swimmers of all backgrounds and experience
- Helped improve competitive swimming progress and piqued interest in sports analytics and sports AI

Object Detection System for the Visually Impaired   *June 2021 – July 2021*

Johns Hopkins University - Biomedical Engineering Innovation

- Project using Arduino to create an object detection system for blind individuals
- Learned a new programming language (C++) to code functionality
- Introduced to future robotic tech that can be used in medical/biological fields

TECHNICAL SKILLS

Languages: Java, Python, C++, C, Verilog, Assembly, HTML/CSS, Node.js, React, React Native, Swift
Developer Tools: Git, Docker, VS Code, Visual Studio, PyCharm, Eclipse, XCode, Android Studio
Libraries: Pandas, NumPy, Tensorflow, Sci-kit, Matplotlib