

Seeking a full-time position from July 2016

## Work Experience

### National Instruments – Austin

*Software Engineer Intern*

*Jun 2015 – Aug 2015*

- Linux Kernel driver development for next generation FPGA based products of NI
- Ported existing driver to new products, added new functionality, debugged performance issues

### Samsung R&D Institute India – Bangalore

*Senior Software Engineer*

*Jan 2012 – Jul 2014*

- Linux Kernel driver development for Android devices in Systems Software team
- Fixed critical issues in 30+ models including the flagship Galaxy S series models
- Worked with hardware R&D teams, chipset vendor, peripheral vendors to debug and fix issues
- Developed a tool in free time to graphically analyze code flow.
- Developed a tool in free time to aid in debugging touchscreen issues. Tool currently being extended for team wide adoption
- Identified need for automatic chipset pin configurations and developed a driver for the same

### Gameloft S.A. – Hyderabad

*Jr. Game Programmer*

*Dec 2011 – Jan 2012*

- Porting, bug fixing of J2ME, Android games for different handsets
- Worked on popular titles such as *Sonic the Hedgehog*, *Gangstar Rio*, *Tintin*

## Education

### Texas A&M University – College Station

*Master of Science in Computer Science*

*Sep 2014 – May 2016 (expected)*

- GPA – 4.0/4.0
- Courses – Compiler Design, Advanced Compiler Design, Analysis of Algorithms, Digital Image, Software Engineering
- Compiler Research in Parasol Lab

### Jawaharlal Nehru Technological University Hyderabad College of Engineering

*B.Tech in Electrical and Electronics Engineering*

*Aug 2006 – Jun 2010*

- 81.55%  $\approx$  3.83/4.0
- Project on Power Quality Analysis through Artificial Neural Networks

## Projects

*Academic:*

- Implemented optimization passes for a source to source Fortran compiler using Minipolaris framework. Parallelized loops by adding OpenMP annotations
- Wrote optimizing compiler for DECAF programming language for Compiler Design course
- Developed a Ruby on Rails application as a team project to help students train themselves in the 13 Virtues of Benjamin Franklin
- Implemented filters, affine/non-affine transformations, seam carving for image manipulation

*Personal:* (<https://github.com/chaitu236>)

- Created an online multiplayer 3D version (<http://playtak.com>) of TAK, a board game. Written in Javascript and Java
- Developed a Ruby on Rails application (<http://gradeseach.chaitanyavadrevu.com>) to search for previous term grades of TAMU
- Developed *Ball bouncer* – a game based on the popular game Breakout, written in Java
- Developed a download manager in Java capable of spawning multiple simultaneous downloads with the ability to pause/resume any download