

Devendra Sai Mupparaju

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SUMMARY

MSCS Graduate and Software Engineer specializing in backend architecture, cloud automation, and full-stack systems. Experienced in building scalable applications using Python, C++, and AWS, with a focus on optimizing distributed computing and secure AI infrastructure. Proven track record of delivering high-efficiency solutions for real-time web environments.

SKILLS

Languages	Python, C++, TypeScript, JavaScript, Linux/Bash, SQL
Cloud & Ops	AWS (EC2, S3, IAM), Git, CI/CD, Intel SGX, Docker, Slurm
Machine Learning	PyTorch, TensorFlow, Scikit-learn, Pandas, NumPy, Google Gemini API, NLP
Databases	PostgreSQL, Supabase, Redis, MySQL
Web & Tools	React, Node.js, Phaser, Flask, Tailwind CSS, Vite, Power BI
Key Concepts	RESTful APIs, Distributed Systems, Data Structures, System Security, Agile

EXPERIENCE

Full Stack Game Engineer (Bounce Streak) <i>Project: Reddit Devvit Community Game</i> <ul style="list-style-type: none">Engineered a 2D arcade physics engine using Phaser and Reddit Devvit SDK; optimized collision detection algorithms to maintain a consistent 60 FPS on mobile browsers.Architected a deterministic daily challenge system via seeded randomization, supporting 3,000+ concurrent users with synchronized global leaderboards.	<i>Remote</i> <i>February 2026 – Present</i>
Student Developer - AI/ML Engineer <i>Iowa State University (Capstone)</i> <ul style="list-style-type: none">Implemented "Activation Steering" in PyTorch for low-cost model patching, reducing error rates in code-fix generation by 15% without full retraining.Scaled model evaluation on Slurm clusters; eliminated computation bottlenecks to achieve a 20% increase in repair accuracy during large-scale stress tests.	<i>Ames, IA</i> <i>August 2025 – December 2025</i>
Full Stack Engineer (Hop-bee Project) <i>Project: The Social Hobby Hive</i> <ul style="list-style-type: none">Architected a "Time Capsule" feature using Supabase and React, facilitating real-time video updates and secure scheduled releases for a growing user base.Developed dynamic TypeScript dashboards to visualize complex hobby progress, improving user engagement metrics through intuitive data representation.	<i>Remote</i> <i>January 2026 – Present</i>
Security Research Engineer <i>Project: Secure AI Training</i> <ul style="list-style-type: none">Hardened AI training loops by leveraging Intel SGX enclaves, isolating sensitive computations from OS-level vulnerabilities and potential memory leaks.Integrated C++ encryption protocols to secure training data, maintaining 100% data privacy during simulated system compromise scenarios.	<i>Ames, IA</i> <i>August 2024 – December 2024</i>
Cloud Engineering Intern <i>APSSDC – AWS Trainee</i> <ul style="list-style-type: none">Developed Infrastructure-as-Code (IaC) templates for AWS, automating server linking and reducing manual environment setup time by 40%.Enforced strict security compliance by implementing granular IAM policies, reducing the risk of unauthorized database access.	<i>Remote</i> <i>June 2021 – July 2021</i>

CERTIFICATIONS

Oracle Cloud Infrastructure Foundations 2021 Certified Associate	<i>Issued: Feb 2022</i>
IBM Certified Hadoop Foundations Developer	<i>Issued: May 2022</i>

EDUCATION

Master of Science in Computer Science , Iowa State University, Ames, IA <i>GPA: 3.5/4.0</i>	<i>Dec 2025</i>
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