Dheeraj Reddy Pailla

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EDUCATION

IIIT, HYDERABAD
B. Tech (Honours) in Computer Science & Engineering
2016-2020 | Hyderabad, India
CGPA: 7.93 / 10.0
Major CGPA: 8.47 / 10.0

MODERN INDIAN SCHOOL
Grad. May 2016| Doha, Qatar

COURSEWORK

Computer Programming, IT WS-I, Data Structures, IT WS-II, Computer System Organization, Structured Systems Analysis and Design *(Teaching Assistant - Monsoon 2018)* , Operating Systems, Introduction to DB, Algorithms, Artificial Intelligence, Computer Networks, Graphics, Privacy and Security in Social Media *(Teaching Assistant (NPTEL) - Spring 2019)* , Statistical Methods in AI, Digital Image Processing, Big Data And Policing *(Teaching Assistant - Spring 2019)*

SKILLS

Machine Learning:
PyTorch
Web Dev:
React • Angular 4 • Flask • Gin
Mobile:
Ionic • React Native
Graphics:
OpenGL • WebGL
Miscellaneous:
C • C++ • Python • Go • Matlab
Design:
Photoshop • Illustrator

POSITIONS

Member of IIIT's Students' Parliament since 2016
Clubs Council Secretary in 2018, Undersecretary in 2017
Liaison to the Campus Management and Advisory Council
Volunteer for TEDx Hyderabad 2016
Member of Organizing Committee for IIIT's Model United Nations in 2017
Volunteer for the Campus Canine-management Council

EXPERIENCE

COMMERCIAL BANK OF QATAR | Software Engineering Intern
June 2017 – July 2017 | Doha, Qatar
- Mobile Developer - Developed hybrid mobile applications

TRI3D | Software Engineering Intern
August 2017 – November 2017 | Hyderabad, India
- Mobile Developer - Developed Android applications to simulate a virtual fitting room for sarees

FELICITY 2018 | Web Developer
Jan 2018 | Hyderabad, India
- Designed and developed the website for Felicity, the annual techno-cultural festival of IIIT-H.

RESEARCH

CVIT | Undergraduate Researcher
May 2018 – | IIIT, Hyderabad
Working at Centre for Visual Information Technology with **Prof C V Jawahar** on person detection & recognition for an autonomous robot, and automated analysis of broadcast soccer matches.

PROJECTS

DRIVING THE LAST MILE
Characterizing and understanding distracted driving posts on Snapchat - presented at Workshop on AI and its Impact on Society in Developing Nations, as part of ICVGIP 2018
FOOTBALL ANALYSIS
Automated analysis of broadcast soccer matches
AUTONOMOUS ROBOT
Person detection and recognition modules, using SSD and YOLOv3
HATE SPEECH ANALYSIS
Analysing hate speech on Gab
BIRD-V-DRONE
Classifier to distinguish between birds and drones
BASH
Implemented the bash terminal in C
ULTIMATE TIC TAC TOE
Bot that plays Ultimate Tic-Tac-Toe on a 4x4x4x4 grid
PASTEBIN
Replica of the Pastebin website
PROXY SERVER
Proxy server in Python
BOMBERMAN
Replica of the Bomberman game in Python
PACMAN KILLER
2D replica of the Pacman Killer game in C++ using OpenGL
LEGEND OF ZELDA
3D replica of the Legend of Zelda game in C++ using OpenGL
TUNNEL RUSH
3D replica of the Tunnel Rush game in Javascript using WebGL
(* - Ongoing projects)