Dheeraj Reddy Pailla

Education

2016– B.Tech (Honours) in Computer Science & Engineering, International Institute of Information Technology, Hyderabad, CGPA: Major - 8.2/10, Overall - 7.58/10.

2007–2016 AISSCE, Doha Modern Indian School, Qatar, 90.2%.

Experience

with React Native.

Vocational

June 2017 **Software Development Engineer Intern**, *Commercial Bank of Qatar*, Doha.

Developed hybrid mobile applications for the bank using Angular 4, Ionic and occasionally

Aug-Nov Software Development Engineer Intern, TRI3D, Hyderabad.

2017 Developed Android applications to simulate a virtual fitting room for sarees.

Jan 2018 Web Developer, Felicity 2018, IIIT Hyderabad.

Designed and developed the website for Felicity, the annual techno-cultural festival of $\operatorname{IIIT-H}$.

Research

May 2018- **Undergraduate Researcher**, Center for Visual Information Technology, IIIT Hyderabad.

Analysis of broadcast soccer matches under the guidance of Dr C V Jawahar

Teaching

Sep 2018- **Teaching Assistant**, Structured Systems Analysis and Design.

SSAD is the core undergraduate software engineering course offered at IIIT-H. Responsibilities included preparing assignments, evaluating them and teaching.

Projects

Research

Autonomous Developed the person detection and recognition modules under the guidance of Dr Jawahar Robot

Football* Analysis of broadcast soccer matches under the guidance of Dr C V Jawahar

Snapchat* Analysis of Snapchat stories under the guidance of Dr Ponnurangam Kumaraguru ("PK")

Course

Gab* Exploratory analysis of hate speech on the social media website Gab

BirdvDrone* Classifier to distinguish between birds and drones using image processing features

Bash Implemented the bash terminal in C using system commands.

Tic-Tac-Toe Made a bot that plays Ultimate Tic-Tac-Toe on a 4x4x4x4 gird.

Felicity Developed the website for Felicity 2018

Pastebin Made a replica of the Pastebin website.

Proxy Server Made a proxy server in Python

Bomberman Made a replica of the Bomberman game in Python without any external libraries.

Pacman Killer Made a 2D replica of the Pacman Killer game in C++ using OpenGL.

Zelda Made a 3D replica of the Legend of Zelda game in C++ using OpenGL.

Tunnel Rush Made a 3D replica of the Tunnel Rush game in Javascript using WebGL.

* - Currently ongoing projects

Skills

Web Dev Angular 4, React, Flask, Gin

Mobile Ionic, React Native

Graphics OpenGL, WebGL

Other C, C++, Python, Go, Matlab, Bash

Relevant Courses

Computer Programming, IT WS-I, Data Structures, IT WS-II, Computer System Organization, SSAD, Operating Systems, Introduction to Databases, Algorithms, Artificial Intelligence, Computer Networks, Graphics, Privacy and Security in Online Social Media*, Statistical Methods in AI*, Digital Image Processing*

* - Courses currently taken

Miscellaneous

Parliament Member of IIIT's Students' Parliament since 2016.

Clubs Council Secretary in 2018, Undersecretary in 2017.

CMAC Liaison to the Campus Management and Advisory Council

TEDx Volunteer for TEDx Hyderabad 2016

IIIT-MUN Member of Organizing Committee for IIIT's Model United Nations in 2017.

CCC Volunteer for the Campus Canine-management Council