

SUSHRUTH DANIVASA SRIDHAR

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EDUCATION

University of Wisconsin – Milwaukee, Master of Science in Computer Science, GPA: 3.78 September 2023 - May 2025

SKILLS

Programming Languages: Python, JavaScript, C, Java

DevOps and Cloud: Azure, Amazon Web Services (AWS) (EC2, Lambda), Google Cloud Platform (GCP)

Containerization and Deployment: Docker, Kubernetes, CI/CD pipelines

Web Technologies: HTML5, CSS3, React, Django, Flask, API development, REST APIs

Databases: MySQL, PostgreSQL, MongoDB, SQL, NoSQL

Software Development: Software Testing, Agile Development, Version Control (Git, GitHub)

Coursework: Machine Learning, Natural Language Processing, Image Processing, Cloud Computing, Immersive 3D, Data Structures and Algorithms

Work Experience

Software Analyst, KPMG

August 2022 – July 2023

- Spearheaded the migration of 10+ applications to **Microsoft Azure**, utilizing **Azure Databricks** to improve **scalability, reliability, and cost efficiency**, resulting in a **15% increase in system performance**.
- Developed and implemented **AI driven cloud solutions** and API features, contributing to **frontend development** with cross-functional teams, leveraging **PostgreSQL** database to optimize data storage, retrieval, and management.
- Automated deployment processes by implementing **CI/CD pipelines** and conducting code review, reducing **deployment time by 40%** and minimizing manual effort in production releases.

Software Developer Intern, WIPRO

March 2022 – May 2022

- Implemented **RESTful APIs** and **backend** logic using **Java and MongoDB**, contributing to scalable and efficient application architecture.
- Enhanced professional skills in **JavaScript** and **Machine Learning**, leading to a **10% increase** in team productivity and efficiency through practical, hands-on experience.

Project Experience

Traffic Sign Recognition

December 2024

- Built and trained a **deep learning**-based model for traffic sign classification using **Convolutional Neural Networks (CNNs)** to enhance autonomous driving and ADAS. Trained on the **German Traffic Sign Recognition Benchmark (GTSRB)** dataset, consisting of **50,000+ images** across **40+ classes**, simulating real-world traffic conditions.
- Achieved high classification accuracy, with the best model attaining **98.52% test accuracy** and near-perfect AUC scores.

Multiplayer Tic-Tac-Toe

April 2024

- Constructed a web-based full stack Tic-Tac-Toe game utilizing **HTML, CSS, and JavaScript**, enabling two players to dynamically interact with a 3x3 grid of "X" and "O" marks.
- Engineered engaging **frontend features** such as turn indicators, outcome announcements, and a restart button, boosting user interaction by 30%.

Smart Metering System

July 2022

- Engineered an **IoT-based smart energy meter** with **Arduino and Blynk IoT**, enabling **real-time electricity tracking** and **remote-control functionalities**, resulting in a **20% reduction in electricity consumption**.
- Improved energy efficiency and sustainability by providing precise bill estimates and detailed insights into consumption patterns, reducing billing **errors by 10%**.

ELIXIR

March 2022

- Created ELIXIR, a custom e-commerce platform with **full stack development using Python (Flask)** for backend and **HTML, CSS, JavaScript** for the **frontend interface**, enhancing navigation and driving a 30% increase in user engagement.

Courses & Certifications

- [Associate Cloud Engineer, Google](#) October 2022
- Artificial Intelligence, Verzeo July 2021
- Build a Face Recognition Application using Python, Guvi May 2021

Publications

Smart Metering System, IJRESM

April 2022

- Published a paper detailing the development and implementation of a smart energy meter using IoT