

VAIBHAV YENAMANDRA

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EDUCATION

Master of Science, Computer Science

University of Florida (CGPA: 3.47/4)

Coursework: Programming Languages, Algorithm Analysis, Advanced Data Structures, Machine Learning, Data Mining

Aug 2016 – Dec 2017 (Est.)

Gainesville, FL, USA

Bachelor of Engineering, Electrical and Electronics Engineering

Birla Institute of Technology and Science - Pilani (CGPA: 6.68/10)

Coursework: Analog and Digital VLSI Design, Microelectronic Circuits, Communication Systems

Aug 2010 – May 2014

Pilani, India

TECHNICAL SKILLS

Programming Languages

Python, C++, Java, Ruby, Elixir

Software & Tools

MPI, CMake, CUDA, OpenCV, Linux, L^AT_EX

Web Technologies

Ruby on Rails, Sinatra, HTML, CSS, Javascript

WORK EXPERIENCE

Consultant, Business Analyst

Capgemini India Pvt. Ltd.

Jun 2014 – Jul 2016

Mumbai, India

- Liaisoned between business, development, and QA stakeholders to ensure service level agreements were met
- Acted as primary point of contact for a part of the project's software stack
- Automated 6 of 8 offshore reports leading to total time savings upwards of 3 hours daily

PROJECTS

Summer Research - Automatic Terrain Identification

Big Data, Parallel Processing, CUDA, MPI

May 2017 – Sep 2017

- Responsible for GPU accelerating boundary detection code using CUDA
- Optimized I/O, inter process communication to ensure the MPI topology is utilized effectively
- Achieved speedup of almost 200 by reducing run time from 65 min to 20 sec

Distributed Cryptocurrency Miner

Distributed Systems, Elixir, Erlang

Sep 2017 – Present

- Implemented a distributed cryptocurrency miner in Elixir that used an actor model of concurrency to distribute work among networked workers
- Utilized 88-95% of available CPU cores to sustain 65k green threads evaluating 1.8 million hashes per second on a mid-range laptop.

Rubygem – PCG Random

C, Ruby, Random Number Generation

Sep 2017 – Present

- Published a Ruby C extension providing the PCG family of random number generators
- The C extension outperforms in speed, Ruby2.1's Random class for generating Big-Integers, otherwise matching it

Statistics Library

Statistics, Random Number Generation, C, Ruby

Jun 2016 – Present

- Published a Ruby library implementing statistical primitives for the Ruby language, providing functions not currently available in the language

Compiler Construction

Compiler Construction, Java, JVM Bytecode

Feb 2017 – Apr 2017

- Developed a compiler for an image processing language that targeted the JVM for code generation.

EXTRACURRICULAR

Project Leader, Course Planner, UF Open Source Club

Maintainer, *distribution* repository, *SciRuby* project

Feb 2017 – May 2017

May 2016 – Present