Vaibhav Yenamandra

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Education

M.S. Computer Science, University of Florida (CGPA: 3.47/4) **Aug 2016 —Dec 2017 (Est.)**
Coursework: *Programming Language Principles, Analysis of Algorithms, Pattern Recognition, Machine Learning*
B.E.(Hons) Electrical and Electronics Engineering, BITS-Pilani (CGPA: 6.68/10) **Aug 2010 — May 2014**
Coursework: *Analog and Digital VLSI Design, Microelectronic Circuits, Communication Systems*

Work Experience

Analyst, Capgemini India Pvt. Ltd., Mumbai **Aug 2014 — Jul 2016**

- Acted as liaison between business, development and QA stakeholders to ensure deliverables were met
- Automated 6 of 8 offshore reports resulting in total daily time savings upwards of 3 hours

Projects

CUDA, Computer Vision: **Automatic Terrain Identification** **May 2017 — Present**
This project deals with the automated labeling of very large-scale and high-resolution remote sensing imagery. The segmentation method is deployed over multiple nodes using MPI. I was responsible for GPU accelerating the contour detection within each node using CUDA.

Machine Learning: **Speech To Text** **Jan 2017 — Apr 2017**
Speech recognition application written in Python3 as a part of coursework for my machine learning class. Created a novel voice activity detector that was used to identify speech activity in the input signal with low background noise.

Pattern Recognition: **Object Detection in Images** **Jan 2017 — Apr 2017**
Implemented, trained various deep neural network using tensorflow for detecting objects in images. The networks were trained on various hyperparameter choices to later make a formal recommendation on choosing parameters

Compiler Construction: **An image processing language** **Jan 2017 — Apr 2017**
Implemented a toy language for image processing in *Java*. The project involved implementing image processing primitives such as convolutions and blurs using the Java language's standard library and *Java Virtual Machine* as the target for code generation.

Statistics, Open-Source: '**statistical**' **Jun 2016 — Present**
A *ruby* library to provide a simple accurate and fast interface for statistical primitives that are not available in *ruby* by default. It is currently under development.

Programming Languages: (Advanced) C, Ruby, Python; *(Intermediate)* Java, C++

Positions of Responsibility

Project Leader, Course Scheduler, UF Open Source Club **Feb 2017 —Present**

- Acted as primary point of contact for any information related to the project by taking ownership of it
- Prepared development plans and milestones to serve as checkpoints for building application
- Guide newcomers to the club and help them to get up to speed on contribution and application structures

Extracurricular

Active member of, contributor at UF Open Source Club

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