

# Pratyusha Karnati

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## EDUCATION

### Georgia Institute of Technology

Atlanta, GA

*Bachelor of Science in Computer Science and Engineering, Concentration: Intelligence, Devices* | GPA: 3.57/4.0

Aug 2017 – May 2020

*Master of Computer Science in Computational Perception and Robotics* | BSMS Program

Aug 2020 – May 2021

**Relevant Coursework:** Machine Learning; Design & Analysis Algorithms; System & Networks; Artificial Intelligence; Perception and Robotics; Prototyping Intelligent Appliances; Digital Design Lab; Computer Systems & Arch; Computing & Society; Statistics & Applications

### Gainesville High School

Gainesville, GA

GPA: 4.26/4.0 | Rank: 1 out of 388

Aug 2013 – May 2017

## SKILLS

**Software:** Java, Python, XML, C++, C#, C, HTML, CSS, TypeScript, JavaScript, Ember, Swift, Git, Unity, Photoshop, Agile

**Hardware:** Arduino, Raspberry Pi, Printed Circuit Board, 3D Printing, Laser Cutting, Electronics Benchtop

## EXPERIENCE

### Microsoft

*Program Management Intern on Graphics for Core OS and Intelligent Edge*

May 2019 – Aug 2019

- Developed a sizing guidance for Windows Virtual Desktop customers with varying workloads, drafted functional specification document, project plan, and performance testing plan, conducted competitive analysis, leveraged telemetry and ran perf tests
- Engaged with multiple stakeholders (engineering, data, user research, finance) to solidify alignment on product vision and drive clarity

*Explore (SWE & PM) Intern on Windows NeXT*

May 2018 – Aug 2018

- Implemented a feature to mix and match 3D models from Remix3D by extracting textures from preselected textures, personal styles, or designs from other 3D models, designed MVP in Typescript and final feature product in Ember
- Worked with design, marketing, engineering, user research, and product to deliver best solutions, authored high-quality product spec

### Grand Challenges Program

*SpectroSam, Co-Founder*

Aug 2017 - Present

- Developing speech-language technology for children with hearing disabilities through a mobile edutainment game application
- Develop frontend user interaction, coordinate curriculum development, lead project for app development, business, legal, etc.

*Teaching Assistant*

Aug 2019 - Present

- Manage canvas class site, collaborate with professors and facilitators to create the best environment for the students to innovate

**Interdisciplinary Design Commons (Peer Instructor)**

Aug 2019 – Present

- Rigorously trained to use the IDC's equipment, volunteer as PIs to create a comfortable, low-pressure learning environment and aid students using the space to help them safely accomplish their goals

**Contextual Computing Group/UbiComp Lab (Undergraduate Student Researcher, Advisor: Thad Starner)**

Jan 2018 – May 2019

- Developed passive haptic wearable technology in improving sensation and dexterity after injuries
- Updated Head Worn Displays exhibit through the study of virtual reality properties and social use of HWD

**GT College of Computing Technology Services Organization (Student Assistant)**

Aug 2017 – May 2018

- Reviewed hardware and software issues and applied IT coursework and training towards finding a solution for both students and faculty instantly, addressed concerns through interactions based on customer service skills

**Spiralyze (Summer Software Development Intern)**

Jun 2017 – Aug 2017

- Used A/B testing to optimize company's website to help generate more traffic and revenue by updating company websites and by designing new templates for the webpages

**Math Tutoring Business (Math Tutor, Founder)**

May 2015 – Aug 2017

- Help elementary and middle schoolers in current coursework, eliminate summer learning loss, and/or help them get ahead of the curriculum
- Developed a database of students, curriculum, and finances to keep track of business health

## PROJECTS

**Kinesse (Create-X Idea to Prototype)**

Feb 2018 - May 2019

- Developed an wearable chip that allows runners to listen to music and track their stats without having to bring their phone on runs

**OvenBot (PerkinsHacks 2018 Hackathon: Challenge Award Winner)**

March 2018

- Voice guided mobile application that allows the visually impaired to interact more efficiently with modern home appliances

**Bobot (MakeMIT 2019 Hackathon: Top 7 Finalists, Devpost: /g\_karnati2004)**

March 2019

- Automated Boba machine that acts as a standalone salesman using Computer Vision to attract people towards it

## LEADERSHIP/CLUBS

**Mohamed Bin Zayed International Robotics Challenge (Team Member)**

Aug 2019 – Present

- Implementing navigation and manipulation tactics in unstructured outdoor environments for autonomous aerial and ground robots

**HackGT (Operations & Technology Team, Organizing Committee)**

Dec 2017 – July 2019

- Organize event logistics for 1000+ member hackathons, develop tech for HackGT (i.e. curriculums, apps, websites, NFC systems, etc.)

**Georgia Tech Bhangra (Student Government Association Representative)**

Aug 2017 – May 2019

- Manage student government relations for my Bhangra team, discuss financial and travel information