Harish Bommakanti

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U.S. Citizen

Education

The University of Texas at Austin

Bachelor of Science in Computer Science

GPA: 3.87/4.00

Relevant Coursework: Machine Learning, Web Development, Algorithms, Data Structures, Operating Systems

Skills

Programming Languages: Python, Java, C++, C

Developer Tools: Linux, Git, GitHub, GitLab, Gerrit, Atlassian Suite, CMake AI/ML: NumPy, Pandas, Scipy, Matplotlib, Scikit-Learn, PyTorch, TensorFlow Web: Spring Boot, HTML, CSS, JavaScript, Bootstrap, Flask, Docker, AWS, SQL

Experience

Veeva Systems

Jun. 2023 - Present

Kansas City, MO

Aug. 2020 - May 2023

Associate Software Engineer

• Working on the MyVeeva for Patients product, utilizing backend technologies like Java and Spring Boot

Samsung Electronics

May 2022 – Jul. 2022

Software Engineer Intern

Austin, TX

- Enhanced and united 3+ projects using C++/CMake to easily query mobile phone GPU diagnostics.
- Established guidelines for testing this new functionality using GoogleTest.
- Optimized speed and size of the GPU crash reporting system in Linux KMD by 10x using Python and C.

The University of Texas at Austin

Jun. 2019 - May 2022

Volunteer Research Assistant

Austin, TX

- Extracted 10+ metrics per actor using **Python** in a DARPA AI project that predicts harmful actors in a crowd.
- Contributed Matplotlib tools to visualize probabilities of harmful actors working as a group, given said metrics.
- Demonstrated the usability of Robosuite robotics simulation by generating Python/TensorFlow benchmarks.
- Achieved 65% of performance compared to state-of-the-art industry RL methods and simulation benchmarks.

Mythic

May 2021 – Aug. 2021

Firmware Engineer Intern

Austin, TX

- Enabled pipelines to expose AI chip statistics such as temperature readings to end-users using Python and C.
- Streamlined the customer facing **Python** API with 5+ new PCIe features and a more robust boot flow.
- Collaborated with other software and hardware teams frequently to resolve product specification issues.
- Operated under the **Agile Scrum** methodology and completed 200% of the work assigned for the term.

The University of Texas at Austin

Jan. 2021 – May 2021

Undergraduate Teaching Assistant

Austin, TX

- Guided learning in lecture and office hours for 200 students in Introduction to Python.
- Authored grading software in Python using unittest and Gradescope's online Docker containers.

Projects

Music Marketplace

Aug. 2022 – Dec. 2022

- Designed a full stack web application to connect music students with tutors.
- Website utilizes JavaScript and Bootstrap for the front end and Flask, SQL, and AWS for the backend.

Robot Learning Class Projects

Jan. 2021 – May. 2021

- Employed AI techniques to perform robotic tasks in simulation involving grasping and vision.
- Achieved high accuracies of 80%+ with Regression/Neural Networks using Scikit-Learn and PyTorch.