

Venkata Sai Girish Konda

vkonda2@asu.edu • www.linkedin.com/in/venkatasagirishkonda • (480) 703-6178

SUMMARY

Computer Science Master's student with strong programming skills and hands-on experience in developing test-driven software applications. Solid understanding of data structures, algorithms, and object oriented design and development principles. Seeking an exciting opportunity to apply the knowledge gained through my education and experience.

EDUCATION

Arizona State University, Ira. A. Fulton School of Engineering

Tempe, AZ

Master of Science in Computer Science

Expected May 2016

GPA – 3.9/4.0

Coursework: Distributed Software Development, Mobile Computing, Information Retrieval and Mining, Distributed Database Systems, Statistical Machine Learning, Natural Language Processing*, Artificial Intelligence*, Software Security*.

IIITD&M Kancheepuram

Chennai, India

Bachelor of Technology in Computer Engineering

May 2014

GPA – 7.71/10

Coursework: Digital Image Processing, Data Structures and Algorithms, Operating Systems, Computer Networks, Software Engineering and DBMS, Computer Architecture, Human Computer Interaction, Network System Design.

TECHNICAL STRENGTHS

Operating Systems: Linux, Ubuntu, Windows, Mac.

Scripting and Programming: C/C++, Java, C#, Apache Hadoop, Apache Lucene, HTML, CSS, PHP, MySQL, PostgreSQL, Python, JavaScript, JQuery, Android, OpenCV, Node.js, WebRTC, XML.

Frameworks: Apache Spark, Google App Engine, Drupal, Spring, JUnit.

Tools/IDE: IntelliJ, Eclipse, Matlab, Xilinx, Visual Studio, Fiddler, Git.

WORK EXPERIENCE

Intel Corporation

Chandler, AZ

Software Engineer Intern

Aug 2015-Present

Developing applications on Android and Windows platforms as proof-of-concepts modules using Intel Real Sense SDK. Involves working with Real Sense 3D cameras and developing applications utilising the depth features of Real Sense cameras . Technologies involved are Java, Android, C#, .Net, RealSense SDK.

Amazon.com

Seattle, WA

Software Development Engineer Intern

May 2015-Aug 2015

Worked with Amazon Fulfillment Technologies which handles inbound logistics at fulfillment centres. Developed an internal tool for troubleshooting the issues which involved integrating information from various services. Technologies involved are Java, Dependency Injection, REST, Spring MVC, JUnit, Mockito, Hamcrest.

RidingO.com

Bangalore, India

Summer Intern - Technical

May 2013 – Jul 2013

Developed APIs and modules using Google App Engine SDK for Python to effectively map the car owners with passengers based on their routes. Developed the mobile application using Android SDK along with 2 other team members.

PROJECT WORK

Image Retrieval using complex Natural Language queries

Sep 2015 - Present

Currently working on to develop a model to retrieve images based on complex Natural Language queries. The model takes a not so simple Natural Language(English) sentence and finds the relevant images to that query. Descriptions are generated for the images using a deep neural network model and ranked in order of relevance to the given natural language query.

Search Engine – Information Retrieval

Feb 2015 – Apr 2015

Developed a search engine that retrieves web pages based on the user query using Apache Lucene library. The resultant documents were clustered using the K-Means Clustering. Document snippets were generated for each resultant document by identifying the relevant sentences to the given query. Technologies used are Java, Apache Lucene, Jboss, HTML, CSS, and JavaScript.

Geo Spatial operations using Apache Spark

Feb 2015 – Apr 2015

Implemented Geo-Spatial operations using Apache Spark Java API which runs on Hadoop Cluster. Optimized the operations for performance on very large datasets. Technologies used are Java, Apache Spark, and Apache Hadoop.

Realtime Teleconferencing application

Apr 2015 – May 2015

Developed a plugin-free realtime teleconferencing application for tele-medicine by doctors to treat patients at faraway places. Application has various activities which are used in diagnosing the disease. The patient's session is recorded and saved on the server for analysing his disease. Technologies involved are WebRTC, JavaScript, HTML5, CSS, Node.js, Express.js.

Rock Paper Scissors Android application

Sep 2014 – Oct 2014

Developed an android application for Rock Paper Scissors game which recognizes user input using fling gesture. It supports both single player, playing with the computer, and multiplayer options by connecting to other phone through bluetooth. Technologies used are Java, Android SDK, SQLite.