

Kaushal Bommena

Email: kvb200000@utdallas.edu | Phone: 669-255-8882 | www.linkedin.com/in/kaushal-bommena

Education

University of Texas at Dallas

Bachelors of Science in Computer Science

2022

Relevant Coursework

Computer Programming (JAVA), Data Structures and Algorithms, Introduction to Databasing, Elemental concepts of Statistics, Linear Algebra and Matlab programming, Systems Programming, Discrete Mathematics

Work Experience

GEMSEC UW Center of Technology

2020

Research Assistant

- Worked on the development of molecular graph convolution networks (MGCN) for Peptide function prediction and sequence design in an experimental framework
- Performed Pre-Learning and transfer deep learning on different models to optimize their prediction accuracy.
- Developed a linear ML model that trained a single encoder on multiple datasets and produced outputs through multiple decoders chosen based on datapoint origin.

Motivo Inc.

2019

Software Internship

- Trained various neural networks to produce deep fake images while statistically documenting relevant factors of the datasets essential to the project.
- Developed skills such as design of experiments when producing datasets and analyzing different module trainers for different neural networks.

Paul G. Allen, School of Computer Science and Engineering

2018-19

Research Assistant

- Researching on the concept of Game Theory and Collaborative Problem-Solving Environments under Prof. Steve Tanimoto using various tools including Brython, JavaScript, Python and HTML
- Developed various problem formulations and charted the multiple ways that the computer used to solve the problems provided, thereby understanding trends and patterns in solutions to different logic based games.

Projects

Infirmity App:

- Designed an Infirmity application for my high school that acts as a database for all students medical records. Worked on making the backend connectivity between MySQL and the front end using Netbeans Java.

Rubik's- Cube Game:

- Designed a game based on Rubik's cube that can be solved by the computer or a user. The front-end visualization was made using TkInter and the game was made using python and a version in Brython

T9 Predictive Text:

- Created a t9 prediction text that prompts a user for a number and returns the t9 word associated with the number and its subsequent t9 synonyms i.e. different words with the same number using data structures in C.
- Program interaction such as entering words or special symbols/characters took place on command line or terminal. t9 is a numeric keypad format generally found in older cell phones.

Technical Skills

Java | Python | Design of Experiments (DOE) | SQL | JavaScript (React) | R | Matlab | Microsoft Azure | Git | Amazon Web Service | Spark | C/C++

