

# Preetham Kesineni

University of California Santa Barbara - Class of 2021



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<https://kes-preet.github.io/>

## EDUCATION

University of California Santa Barbara — Graduation Date: Dec 2020  
Computer Science – Bachelors of Science

## EXPERIENCE

- Data Scientist Assistant, Gyrus Ai** — June 2020 – November 2020
- Constructed ML program to estimate the Probability of Customer Churning for telecom services to form a predictive algorithm to offer discounts to maximize customer NPV
  - Researched the relation of customer NPV and Churn in regards to offering optimal discount factors to benefit businesses and retain high value customers.
  - Relevant languages/frameworks: Python3, Tensorflow, Pandas
- Research Assistant, Meta Lab** — September 2019 – February 2020
- Developed research tool utilized to detect user reaction to small visual stimuli to measure correlation
  - Relevant languages/frameworks: Python3, Psychopy
- Junior Developer, ThankQ Net** — September 2016 – March 2017
- Ported mobile application from Flash to native while squashing 80% of visual bugs in legacy application
  - Built application to specifications of the UX team with guidance from a senior developer
  - Relevant languages/frameworks: Swift, Storyboard, Ionic, Flash

## PROGRAMMING PROJECTS

- Budget Visualizer** – March 2020 – May 2020
- NextJs web program built to measure and analyze users' monthly budget spending allowing the user to set and track goals to improve their financial budgeting skills.
  - Applied usage of Agile team programming organization, Git based version control among various diverging branches, and divide and conquer team planning.
  - Relevant Languages/Frameworks: NextJs, javascript, Heroku, Auth0
- Habitly** – July 2020 – Current
- Habit tracking application to help users monitor and maintain their daily routines and enforce consistency in positive daily habits ;created using Swift Ui code with XCode.
  - Uses Core data and Date variables to keep track of habit streaks over long periods of time
  - Relevant Languages/Frameworks: Swift Code, Xcode, Swift UI
- Color Correction** – August 2020 – Current 2017
- Unity Engine puzzle adventure game initially created for an itch.io game jam. Coded using C++ and State Machine Oriented Programming for various game mechanics.
  - Self designed and developed artwork and game mechanic elements
  - Relevant languages/frameworks: Unity Engine, C++
- Pixel Swap Game** – August 2018 – April 2018
- iOS Sprite kit based game involving a character that must switch between two sides (top and bottom) of the screen in order to avoid obstacles
  - Utilized Xcode built in physics engine in order to simulate gravity on one side and inverted gravity on the other side
  - Relevant languages/frameworks: Swift, Spritekit, Gameplaykit
- Weatherly iOS** – March 2018 – April 2018
- Integrated with weather data from Wundergrounds weather API and displays a ten day forecast in a user friendly view
  - Reformats data using JSON Decoder to generate UITableView in app
  - Relevant Languages/Frameworks: Wunderground Weather API, Swift, StoryBoard

## SKILLS

### Classes(Completed)

- 130A-B : Data Structure and Algorithms
- 165B: Machine Learning
- 178: Digital Imaging
- 165A: Artificial Intelligence
- 154: Computer Architecture

### Classes(In Progress)

- 170: Operating Systems
- 160: Compilers

### Language (experience)

- C++ (+4 years)
- Python3 (3 years)
- Swift (2 years)
- NextJs (1 year)
- Objective-C (3 years)
- Java (2 years)
- NodeJs (1 years)

### Frameworks

- Tensorflow
- PsychoPy
- ARKit
- SpriteKit
- Matlab
- Bootstrap
- Ionic

### Tools

- Git
- Visual Studio
- Xcode
- Unity
- Heroku
- Auth0
- Sublime