

# Vineeth KOODALI-EDAM

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## WORK EXPERIENCE

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Current	<b>Graduate Assistant at VIRGINIA TECH, Blacksburg</b> 3D modeled primitives to support the creation of the Finke's Experimental test-bed in AR. Used basic 3D Math to support basic CAD assembly operation in AR. Conducted user interviews, literature review, and other qualitative research techniques to elicit work data. Designed assembly interaction techniques. Prototyped in Unity 3D using C# scripting, and deployed the app to the HoloLens platform. Future goal is to publish the test-bed to the Microsoft Store for HoloLens Apps
JAN-JUL 2016	<b>Consultant at GEORGIA IT, Cochin</b> Designed a data intensive web application. Gained expertise in charting JavaScript frameworks, such as ChartJS, eChartJS, and D3JS. Developed high quality client code leveraging PolymerJS. Helped in the technology stack selection for web application development. Conducted user interviews to understand the usage and deployment of the ServiceNow platform. Conducted UX research by analyzing work data using Affinity Diagrams, Hierarchical Task Analysis, and Flow Models. Designed prototypes using Axure RP.
OCT 2014-MAY 2015	<b>Senior Software Engineer at 3DPLM SOFTWARE SOLUTIONS LIMITED, Pune</b> Leveraged web component paradigm (Google Polymer) for the web user interface development. Conducted contextual inquiry and UX research, including user interviews and literature reviews. Prototyped web interfaces using Balsamiq; and reviewed design with the project stakeholder. Conducted a usability test using the rigorous empirical evaluation technique.
APR 2014-SEP 2014	<b>Senior Software Engineer at GEOMETRIC LIMITED, Providence</b> Created initial version of the Simulation Asset Management (ASG). Facilitated data management, orchestration and knowledge capture needs of the simulation analyst role. Developed server side data model and infrastructure for the 3DEXPERIENCE PLM platform.
APR 2012-APR 2014	<b>Senior Software Engineer at 3DPLM SOFTWARE SOLUTIONS LIMITED, Pune</b> Enhancement and maintenance of the Simulation Lifecycle Management (SLM) suite of products. Server side development using Core Java, and ENOVIA V6 ADK. Loaded and cleansed legacy PLM data using TCL and MQL scripts.
AUG 2010-APR 2012	<b>Software Engineer at 3DPLM SOFTWARE SOLUTIONS LIMITED, Pune</b> Development of the Simulation Lifecycle Management (SLM) product homepage using the ENOVIA Structure Browser. Enhanced ENOVIA Structure Browser by adding a contextual menu (V6 R2014x). Enhanced legacy JSP pages to HTML5 standards.

## SKILLS

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PROGRAMMING:	Java, JS, C++, C#, HTML5, CSS3, LESS
3D MODELING:	Onshape, SolidWorks, NTopology, Rhino 3D
DESIGN PRODUCTION:	Axure RP, Balsamiq
GAME ENGINE:	Unity 3D
STATISTICAL ANALYSIS:	SAS JMP
WEB FRAMEWORKS:	AngularJS, Polymer

## EDUCATION

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- 2016-2018 MS in HUMAN FACTORS, **Virginia Tech**, Blacksburg  
Advisor: Dr. Joseph GABBARD  
GPA: 3.8/4
- 2006-2010 BS in PRODUCTION ENGINEERING, **University of Calicut**, Calicut  
Advisor: Dr. Satish K.P  
GPA: 77.89/100

## HONORS AND AWARDS

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- APR 2017 2nd place at Health Care AppJam Contest
- APR 2015 Delivery Excellence Award
- 2012 - 2014 Star Performer Award – Financial Year
- AUG 2011 Individual Excellence Award
- OCT 2010 Honors Student

## JOURNAL PUBLICATION

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George, L.P, Koodali Edam, V.K., and Kumar, K. (2013) A Statistical Approach For Kerf Characteristics Prediction In Abrasive Water Jet Machining. TIST International Journal for Science, Technology and Research Vol. 2 No.2 TIST Jan. - Dec. 2013

## REFERENCES

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Dr. Joseph Gabbard  
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Virginia Tech, Blacksburg, VA

Ravi Dasari  
Development Manager  
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Dassault Systemes, Providence, RI