

Kushwanth Parameshwaraiah

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EDUCATION

- State University of New York at Buffalo, Buffalo, USA - *Master of Science in Computer Science and Engineering* (GPA: 3.867) May 2025
- Visvesvaraya Technological University, Bengaluru, India - *Bachelor of Engineering in Information Science and Engineering* (GPA: 8.5) Aug 2021

SKILLS

Programming Languages: Python, Java, C

Web Technologies: HTML, CSS, JavaScript, React, Redux

Relevant Coursework: Operating Systems, Algorithms Analysis and Design, Data Intensive Computing, Machine Learning, Deep Learning, Database Design (Relational Databases)

Database Technologies: SQL, MongoDB, PostgreSQL

Other Skills: Data Structures, GIT, OOPS, Jira, Hadoop, PySpark, Firebase, AWS, Microsoft Azure

Microsoft Certification: Azure Fundamentals AZ-900

EXPERIENCE

Programmer / Business Analyst at *Cognizant Technology Solutions, Bengaluru, India*

Aug 2021 – Jan 2024

- Developed features and functionalities for internal retail applications of Verizon using React + Redux frameworks.
- Developed and maintained large-scale React components, ensuring high code quality by writing unit tests with React Testing Library, Jest, and Enzyme, consistently achieving over 90% test coverage.
- Optimized application performance by implementing lazy loading and analyzing the chunk sizes of React components to improve load times and resource utilization.

Full Stack Engineer Intern at *Cognizant Technology Solutions, Bengaluru, India*

Feb 2021 – Aug 2021

- Developed 'Project Auditing System' using open-source development tools as part of a team of four with individual role of working on backend services in Java Spring Boot and deployment of the project using AWS.

PROJECTS

Image Super Resolution

Jun 2024 – July 2024

- Implemented Convolutional Neural Networks and Generative Adversarial Networks for improving the quality of low-resolution images.

Norway Fisheries Species and Tools Recommendation System

Feb 2024 – May 2024

- Performed data cleaning and preprocessing on raw data from Norwegian fisheries.
- Using the cleaned dataset, I trained machine learning models to predict the most likely species to be caught in the water ways of Norway and provides tools recommendations for the task.

Formula-1 Database Management System

Feb 2024 – May 2024

- Designed a BCNF normalized database to manage and update data for Formula 1 events.
- Developed stored procedures to automatically refresh team standings and driver standings table whenever race data is updated.

Automated Parking System using Convolved Neural Networks

Mar 2023 – Apr 2023

- Implemented an Automated parking by storing registration plate data and timestamps using low-light enhancement algorithms for improved detection in low light.
- Utilized TensorFlow for training neural networks and Python libraries (OpenCV, NumPy, scikit-learn) for real-time detection from webcam input.

PokéReigns – An RPG Game

Mar 2023 – Apr 2023

- Developed an online role-playing game inspired by the popular anime Pokémon, where users capture and train Pokémon's through battles with wild Pokémon's and/or other trainers.
- Leveraged Google's Firebase for managing authentication and storing users' data as it provides an identity platform and in-built UI libraries to authenticate the user in the application securely.

PUBLICATIONS

- Kushwanth, P, et al, 'Automatic Parking System using Vehicle License Plate Detection' published in Digital Image Processing, Jul'21, vol 13, version 2, pages 33-40