

Kushwanth Parameshwaraiah

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LeetCode: <https://leetcode.com/u/kira2402/> | Portfolio : <https://kushwanth-parameshwaraiah.vercel.app/>

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