HARSHITHA KURRA  
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EDUCATION  
University of Southern California, USA Jan 2021-Dec 2022  
Master of Science in Computer Science CGPA-3.85/4.0  
Relevant Course Work: Analysis of Algorithms, Artificial Intelligence, Database Systems, Applied Natural Language Processing, Machine Learning, Advanced Mobile Devices and Game Consoles, Information Retrieval  
Indian Institute of Information Technology, Design & Manufacturing, India Jun 2015-May 2019  
Bachelors in Computer Science Engineering (University Rank: 2) CGPA-8.73/10.0  
Selected for the Prime Minister Scholarship among National Universities for academic excellence

WORK EXPERIENCE  
Software Engineer II, Microsoft, Redmond, USA Feb 2025-current  
Software Engineer, Microsoft, Redmond, USA Jan 2023-Feb 2025  
Working as a Software Engineer for the Azure Networking Team, automating solutions and designing algorithms to reduce buildout time for network devices.  
Currently integrating the ZTP protocol into the original buildout process, reducing the total buildout time for a device from 180 days to just 30 days.  
Worked on automating multiple quality checks which were manually done by Network Engineers earlier  
Prior to working on ZTP Integration, I was responsible for development of PNaaS for SONiC devices and CIS workflows.  
Tools Used: C#, Python, Shell script, PowerShell, Kusto Database  
Graduate Engineer Co-op, Nokia, Kansas, USA Sep 2022-Dec 2022  
Worked as a Graduate engineer on Session Border Control Team, implementing security policies  
Configuring ACLs to restrict access to the SBC, allowing only trusted IP addresses or networks to communicate with it.  
Implementing RBAC and authenticating users before they can use the VoIP services, using methods like SIP Digest Authentication.  
Tools Used: Cisco SIP Digest Auth Calculator, Flask, Node.js  
Software Engineer Intern, Microsoft, Redmond, USA May 2022-Aug 2022  
Worked as a Full Stack SWE Intern on Azure Core Team, developing NetOps360 web app.  
Designed responsive UI from scratch, data schema for High Risk Updates, Critical Change Advisories, Incident Management data and created APIs, there by automating data collection for NetOps meeting which is manually done on one-note everyday.  
Successfully completed the project two weeks prior to the deadline.  
Tools Used: React(Front-end), C#(back-end), REST APIs, Kusto Database, PowerShell.  
Software Engineer, GAVS Technologies, Chennai, India Jun 2019-Dec 2020  
Developed automated solutions for clients across the USA, the UK, UAE, India.  
Played a role of Internal Project Manager and led a team of 20 by daily scrum calls, allocating tasks to individual team members by co- ordinating with GAVS-India and GAVS-USA. Developed project roadmaps, worked with cross-functional teams (Finance, program managers, development, analytics).  
Served as a front-liner for clients. The responsibilities include: presenting the project/tasks to client, co-ordinating, planning and working on the end to end implementations which involved dealing with millions of data.  
Awarded “Spot Award” for high accountability while working on multiple projects independently and “Tech Guru” for performing automation single-handedly for Intra-GAVS project.  
Tools Used: Python, PowerShell, Ayehu NG workflow tool, SQL(Databases).  
Software Engineer Intern, PayPal, Chennai, India Jan 2019-Jun 2019  
Analyzed the incremental losses due to the strategic initiatives of PayPal by coordinating with the risk team and Data team.  
Identified observations and recommendations for better efficiency and customer satisfaction/success.  
Automated the forecasting of Total Profit Data, Work Items.  
Tools Used: Python, Jupyter Notebook, Microsoft Excel, Teradata (Databases).  
Visiting Research Fellow, Exertion Games Lab, Melbourne, Australia May 2018-Oct 2018  
Published three international research papers in CHI and CHI PLAY conferences.  
Developed an Augmented Reality game, “Feed the Food Monsters!” which helps people chew better, Designing a Robotic Dining Companion prototype for Solo dining, Research on how effective is 2nd person perspective on bodily play.  
Tools Used: Unity 3D, Visual Studio, HoloLens, Open Sound Control, Arduino, Sensors.  
Summer Research Intern, IIIT Hyderabad, Hyderabad, India May 2017-Jul 2017  
Trained as a Full Stack Engineer Intern and constructed farmer friendly web application  
Tools Used: Python and SQL as backend and HTML, CSS, Ajax, Bootstrap as front end.

SKILLS  
Languages and Tools: Python, Java, ReactJS, Powershell, C#, Apache Airflow, React, Jupyter Notebook, Arduino, MS Excel.  
Databases: Oracle, MySQL, TeraData, Kusto  
Machine Learning & Analytics: Decision trees, Random forest, Classification, Regression, K-means clustering, SVM.  
Software/Cloud: MAC OS, Windows, Linux, HoloLens, Unity 3D, Open Sound Control (OSC)  
Miscellaneous: Agile Methodologies, Project Management, Scrum Master, Augmented Reality Game Development

PUBLICATIONS  
CHI PLAY 2018 conference: “Feed the Food Monsters!: Helping Co-diners Chew their Food Better with Augmented Reality”  
CHI 2019 conference: “FoBo: Towards Designing a Robotic Companion for Solo Dining”  
CHI PLAY 2018 & CHI 2019 conferences: “Towards a 2nd person perspective on bodily play” - Research on experiencing and connecting one players movement with another players sensation.

LEADERSHIP AND INVOLVEMENT  
Recipient of scholarships for GHC 2021 and CHI, CHI PLAY conferences as undergrad researcher.  
AthenaHacks 2022 Women In Tech Mentor and Member of Code the Change at USC (Student club for social change)

[Autogenerated tailoring for Software Engineer, Intern/Co-op at Meta]  
Want to build new features and improve existing products that more than a billion people around the world use? Are you interested in working on highly impactful technical challenges to help the world be more open and connected? Want to solve unique, large-scale, highly complex technical problems? Our development cycle is extremely fast, and we've built tools to keep it that way. It's common to write code and have it running live on the site just hours later. We push code to the site continuously and have small teams that build products that are touched by millions of people around the world. I