Parwesh Rallapalli

https://parwesh.com parweshrallapalli@gmail.com (717) 557 4382 kumquatninja

Education

University of Southern California Viterbi School of Engineering **Jul 2020 - May 2022**
M.S. Computer Science **GPA 3.70**
USC Games | Specialization in Game Development
Viterbi Summer Honors Program (VSOP)
Coursework: Analysis of Algorithms, Game Design Workshop, 3D Graphics and Rendering

Michigan State University College of Engineering **Sep 2015 - Dec 2019**
B.S. Computer Engineering **GPA 3.44**
Capstone Project: Automated Winch System for Autonomous Surface Crafts (2019)
Coursework: Embedded Smart Sensor Systems, Object-Oriented Software Design, Computer Architecture, Operating Systems, Compilers

Publication

Oliver, Jakob Arndt, Parwesh Rallapalli, Hodger Blume (2019). **"Portable Implementations for High-End Hardware Platforms"**,
Big Data Analytics in Cyber-Physical Systems: Machine Learning for the Internet of Things. Elsevier.

Certifications

Deep Learning for Computer Vision **NVIDIA Deep Learning Institute** **Mar 2019**
Machine Learning **Stanford University** **Jun 2017**

Experience

ECE Department, MSU College of Engineering **Mar 2019 - Apr 2019**
Research Assistant
- Designed a deep-learning CNN to classify movie posters by genre with web-scraping and data pre-processing
- Assisted graduate student in development of an LSTM for transcribing sign language from video to text

Institute for Microelectronic Systems, Leibniz Universität Hannover, Germany **May 2018 - Jul 2018**
Research Assistant
- Researched experimental technologies for automatic parallelization and abstraction of portable C/C++ applications for high-performance computing,FPGAs, etc.
- Analyzed and investigated the abstraction, profiling, and portability capabilities of popular frameworks such as OpenMP, OpenCL, CUDA for scientific publication
- Presented findings for institute researchers

Harman International (Samsung Electronics) **May 2017 - Sept 2017**
Software Engineering Intern
- Prototyped a machine learning algorithm for anomoly detection in Android system logs
- Developed application using C# with VMMServer to automate hardware configuration, saving overhead time

CSE Department, MSU College of Engineering **Aug 2016 - May 2017**
Learning Assistant & Peer Leader
- Collaborated with professor and other ULAs to plan weekly course activities for CSE 291 course
- Interacted with students extensively to ensure mastery of Python and problem-solving skills

Projects + Skills

Daily Comfort
Python · C/C++ · HTML/CSS · MATLAB · GameMaker · 2D/3D Animation · Google Cloud

Familiar
ReactJS · Flask APIs · AWS · OpenMP · OpenCL · CUDA · Blender

Projects
ReactJS Menu Web App for MSU Dining
Two 2D Action Games for PC
Custom physics and collisions
Team Captain: 4th/36 teams
Google Games MSU 2017
Custom 2D C++ Game Engine