Likhit Vyas Yarramsetti

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EDUCATION

Arizona State University

Tempe, AZ

M.S., Artificial Intelligence & Robotics B.S., Computer Science (*GPA 3.76*)

Aug 2024 - May 2025

B.S., Computer Science (GPA 3.76)

Aug 2020 - May 2024

EXPERIENCE

Software Engineer @ Quantiperm

Chandler, AZ | Jun 2025 - Present

- Designed and implemented C++ embedded software and RESTful APIs on Raspberry Pis for real-time metabolic
 monitoring and inline carbonation systems, all in Linux-based environments for development and deployment
- Engineered system communication layers using GPIO, PWM, I2C, and implemented Modbus interfaces over TCP
- Developed touchscreen and web UIs with React.js and mobile apps in React Native to monitor these systems, enabling real-time sensor data visualization
- Optimized React UIs using tools like react-scan, re-engineering state management and eliminating unnecessary re-renders, achieving near-instant input responsiveness and significantly improving GUI performance
- Leveraged Al-assisted IDE tools like Cursor and Copilot to speed development, without compromising code quality

Software Engineer Intern @ Edwards Lifesciences

Irvine, CA | May 2024 - Aug 2024

- Collaborated in an **Agile Scrum** environment utilizing the **C#** .**NET ecosystem** and **Azure DevOps** to develop the software inside **HemoSphere**: a hemodynamic patient monitoring system used in 5000+ hospitals around the world
- Employed C#, WPF, and gRPC, with MVVM approach to implement the GUI and algorithm integration of a new feature: the detection of SAS (Severe Aortic Stenosis) in patients
- Sole developer of MSAS (mock sAS server): a test tool developed with gRPC and Python used by the QA teams to test
 the SAS Detection feature
- Crafted a Python automation script that saved 70+ hours of manual labor by employing natural language processing
 to add trace relations for over 5000 SRD, SRS, and SDD documents in PTC Integrity, a software that records system
 and software requirements ensuring traceability and compliance (used by the FDA to review new releases).

Software Engineer Intern @ IQM Corporation

Remote | May 2022 - Aug 2022

- Crafted modern, performant, reliable code in TypeScript, React.js, Redux, SASS for the firm's flagship project: a suite
 of ad-campaign management web applications
- Collaborated in an agile scrum environment leveraging Git, BitBucket, Jira, and Jenkins for streamlined project management and version control
- Implemented critical UX features and bug fixes, resulting in significant improvements to clients' user experience
- Developed a complete overhaul of the main lead generation website (igm.com) with Remix.js and Bootstrap

PROJECTS

(See more at https://vyas.app/projects)

PhotoHunter (https://vyas.app/projects/photohunter)

- A React Native scavenger hunt app similar to Geocaching, where users take photos of specific locations and objects, validated using multi-modal LLMs. Maps UI with Mapbox, Django & PostgreSQL backend, AWS S3 for photo storage.
- LLMs: Langchain. Deploying with AWS Lambda, API Gateway, & AWS RDS for database. CI/CD with GitHub Actions.

ASU Course Tracker (https://vyas.app/projects/asu-course-tracker)

- A React Native mobile app with a C# .NET Core REST API and PostgreSQL backend that scrapes ASU data using Playwright, and lets students at ASU track the number of seats available for any course and receive notifications.
- Deployed infrastructure with **Docker containers** on **GKE** (Google **Kubernetes** Engine), using **AWS RDS** (**Postgres**) and **AWS ECR** for image storage. **CI/CD** pipeline built with **GitHub Actions** for automated builds, tests, and deployments.
- Originally developed as a monolithic web app with the MVC approach using Node.js, Express.js, and MongoDB, authentication using JSON Web Tokens and texting to student users with Twilio API.

Playing Bowling with RL (https://vyas.app/projects/bowling-with-rl)

• Developed and trained a 7-DOF robotic arm to play bowling in **Mujoco** using the **Stable-Baselines3** implementation of **Proximal Policy Optimization (PPO)**, a **reinforcement learning** algorithm.

SKILLS: JavaScript, TypeScript, Python, C#, C++, Java, C, SQL, Node.js, React.js, Next.js, Express.js, Flask, D3.js, CI/CD, Jest, Cypress, Git, GitHub, BitBucket, Jira, Azure DevOps, Microsoft Office, MongoDB, PostgreSQL, Unix/Linux, Docker, Kubernetes