

Laasya M. Koduru

Santa Barbara, CA 93106

EDUCATION

University of California, Santa Barbara

Doctor of Philosophy (Ph.D.), Computer Science

Santa Barbara, California

Sept 2024–Present

University of California, Santa Barbara

Master of Science (M.S.), Computer Science

Santa Barbara, California

Sept 2023–Present

University of California, Santa Cruz

Bachelor of Science (B.S.), Applied Mathematics

Santa Cruz, California

Sept 2020–June 2023

Monta Vista High School

High School

Cupertino, California

2016-2020

RESEARCH INTERESTS

My research centers on building systems that enable data-driven policymaking and support universal access to high-quality, affordable broadband networks.

PUBLICATIONS

1. Haarika Manda, Varshika Srinivasavaradhan, **Laasya Koduru**, Kevin Zhang, Xuanhe Zhou, Udit Paul, Elizabeth Belding, Arpit Gupta, Tejas Narechania, “Assessing the Efficacy of the Connect America Fund in Addressing Internet Access Inequities in the US”, Proceedings of the ACM SIGCOMM 2024 Conference.
2. Haarika Manda, Varshika Srinivasavaradhan, **Laasya Koduru**, Kevin Zhang, Xuanhe Zhou, Udit Paul, Elizabeth Belding, Arpit Gupta, Tejas Narechania, “Measuring Broadband Policy Success”. Harvard Law Review Blog, July 2024.
3. Haarika Manda, Varshika Srinivasavaradhan, **Laasya Koduru**, Kevin Zhang, Xuanhe Zhou, Udit Paul, Elizabeth Belding, Arpit Gupta, Tejas Narechania, “Measuring Broadband Policy Success in Rural America”. Internet Society Pulse Blog, Nov 2024.

HONORS

- IETF/IRTF Applied Networking Research Prize Jan 2025
- UC Santa Barbara Computer Science Summer Fellowship June 2024

WORK EXPERIENCE

University of California, Santa Barbara

Graduate Student Researcher, Systems and Networking Lab (SNL), MOMENT Lab

Sept 2023-Present

- Used Python to automate user interactions of websites, by parsing HTML to gather public data. Adapted tool for web-scraping publicly available data using a scalable docker system with Selenium to include coverage for different internet service providers. Languages used: Python.
- Extracted/analyzed meaningful information about internet equity from different internet service providers.

University of California Santa Cruz, Baskin School of Engineering

Peer Advisor

June 2022-Sept 2023

- Helped Engineering students plan out degree requirements to complete coursework and navigate various campus resources.
- Served as the liaison between engineering department faculty and engineering staff advisors.
- Answered 20+ phone calls from prospective parents/students, and in-person advising questions from 100+ students each week.
- Organized over 5000+ Engineering student records including major declarations/appeals, progress checks, and interdepartmental major changes.

University of California Santa Cruz, Academic Excellence Program (ACE)

Co-Leader/Peer Mentor

Sept 2021-June 2023

- Co-led 40 Calculus ACE Problem Solving sessions with Learning Skills Advisor, led collaboration activities with 30 undergraduate students on Calculus.
- Led 70 peer mentoring sessions with individual sessions of 5 students each, targeting focused review of Calculus content; increased student academic performance in Calculus courses by over 80%.

TEACHING

- **Teaching Assistant** at UCSB Winter 2025
Introduction to Computer Communication Networks
- **Teaching Assistant** at UCSB Fall 2024
Machine Learning for Networking

PROJECTS

- CodeInsight (Java) March 2024
A LLM tool that leverages GPT and Microsoft's Visual Studio Code Debugger for Java extension to help individuals answer "why" questions about a program output.
- PokePortal (Ruby, React, JavaScript, HTML, CSS) Nov 2023–Dec 2023
Social gaming web service tool that offers seamless battle scheduling for users to challenge friends, view real-time Pokemon World news, and create posts/comments related to Pokemon.
- Recommendation System (Python) April 2023–June 2023
Movie recommendation system developed with Pearson correlation and a user-user similarity matrix that generates movie recommendations for users leveraging their past rated movies, submission date, and movie genre.

TECHNICAL SKILLS

- **Programming:** Python, C/C++, HTML, CSS, Java
- **Machine Learning:** Tensorflow, Keras, PyTorch
- **Big Data:** SQL
- **Tools/Frameworks:** LATEX, Git, AWS, Matlab