Veda Guduri

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Education

UNIVERSITY OF WISCONSIN – MADISON *Madison, WI*
Candidate for Bachelor of Science *May 2026*
Major: Computer Science and Data Science, Minor: Game Design *GPA – 3.5/4.0*
Awards: Dean's List Spring 2025, Dean's List Fall 2025
Relevant Coursework: Object-Oriented Programming, Machine Learning, Statistical Modeling, Algorithms, User Interfaces, Computer Graphics, Mobile Applications, Human-Computer Interaction, Virtual Reality, Big Data Systems

Professional Experience

ZURICH INSURANCE
IT Cloud Operations Intern *May 2025 – Aug 2025*

- Contributed to cloud migration project as part of a 9-member team, supporting the transition of around 200 mainframe applications to Azure infrastructure while monitoring system performance and identifying technical issues.
- Maintained security compliance by conducting application assessments, verifying adherence to Zurich security protocols, and maintaining records of procedures and issue resolutions for Azure-hosted technologies.
- Managed issue tracking systems to analyze user-reported incidents, categorize problems by severity, and coordinate with technical resources for timely resolution during migration and integration.

WINTRUST FINANCIAL
IT App Developer Intern *May 2024 – Aug 2024*

- Partnered with a team of 12 to enhance the iSelfService app, significantly increasing user engagement and reducing development time by integrating GitHub, Agile Methodologies, and front-end technologies (Angular, TypeScript, CSS).
- Improved application performance and user experience through collaborative development practices and modern web technologies, streamlining the development workflow.
- Created and deployed a custom InfoSec email batch process using C#, SQL, and .NET Core, substantially improving communication efficiency and streamlining organizational workflow.

PRACTICALLY
Data Scientist Intern *Jun 2021 – Aug 2021 and Jun 2022 – Aug 2022*

- Employed web scraping tools and developed Python programs (pandas, NumPy) to transform consumer data into actionable formats, improving customer response and streamlining analysis.
- Enhanced program efficiency by 15% through feedback-driven code improvements and implemented a data validation framework, reducing errors by 70% and improving data quality.

Projects

Physics-Informed Neural Network *Jan 2024 – May 2024*

- Coordinated with a team of 7 and a professor to integrate changes with PINNs, achieving a reduction in model training time, from 1.5 hours to 40 minutes per iteration.
- Modified the Heat equation within the neural network model, leading to a 40% improvement in model accuracy and performance.

Leadership

UNIT.E Dance Group
Executive Board Member *Jan 2024 – Present*

- Learn and teach diverse cultural dance styles, develop choreography and lead practice sessions for campus performances.
- Formulated workshops and feedback processes, boosting attendance by 55% and enhancing community engagement.

Skills

Programming Languages: Java, JavaScript, Kotlin, Python, HTML/CSS, R, SQL, C, C#, TypeScript
Developer Tools: Android Studio, Angular, Eclipse, Figma, Git, GitHub, Google Cloud Platform, Jira, JupyterLab, Linux, Microsoft Office 360, Microsoft Azure, Microsoft SQL Server Management Studio, Microsoft SharePoint, .NET Core, Node.js, React, Vim, Visual Studio Code