Akshay Peddi

Rising sophomore

Passionate about creating cutting-edge technology with substantial impact

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EDUCATION

Computer Science, Bachelor's of Science
University of Minnesota, Twin Cities

09/2020 - Present *3.956/4.000*

Completed coursework

- CSci 1133 - Introduction to Computing and Programming Concepts
- CSci 1933 - Introduction to Algorithms and Data Structures
- CSci 2011 - Discrete Structures of Computer Science
- CSci 2033 - Elementary Computational Linear Algebra

WORK EXPERIENCE

Software Engineering Intern
Paymatrix

06/2021 - Present *Hyderabad, India*

Achievements/Tasks

- Working on full-stack development
- Using HTML, CSS, JavaScript

Undergraduate Researcher
University of Minnesota

02/2021 - Present *Minneapolis, MN*

Achievements/Tasks

- Using Python to predict the protein production rate of a given DNA gene sequence
- Pursuing a research fellowship under Dr. Kate Adamala, a synthetic biologist and professor at University of Minnesota

Digital Marketing Intern
Pluspin Healthcare

06/2020 - 08/2020 *Hyderabad, India*

Achievements/Tasks

- Wrote content worth over 6000 words that was published on company website intended to target more sales of products
- Utilised tools such as Google Keyword Planner, Google Snippets, Longtail Keywords, and Meta Tags to increase website traffic

SKILLS/INTERESTS

Python | Java | HTML | CSS | JavaScript | Software Engineering | Data Science | Machine Learning | Research

PROJECTS

ArrayList vs LinkedList (Java)
- Created a similar implementation to the in-built arraylist and linkedlist structures with fully working functions
- Performed time complexity analysis and compared each function

Battleship GUI Game (Java)
- A one-player battleship game where the user has to guess where all the ships are present in a given grid
- Developed a fully working GUI using Java Swing
- Capable of taking in user input for dimension size of the grid, type of weapon to use (fire, drone, or missile)
- Used 2-D array data structure to accomplish this

Fractal Drawer (Java)
- A program that takes in user input for a shape and draws fractals of the shape with different colors
- Used recursive techniques to accomplish this

Image Manipulation (Python)
- Given a provided framework of an image in a matrix form, developed a program that was capable of performing greyscale, inversion, rotation and zoom operations
- Used fundamental concepts of iteration through nested matrices

Grading Google Forms (Python)
- Created a program that can automatically grade a students answer to a particular question
- Used concepts of file manipulation and created the program to be similar to the one used at a university level

Spam Email Prediction (Python)
- Basic spam checker program that works by looking at how likely a given email is to be spam based on the words it contains

Rock-Paper-Scissors Game (Python)
- Created a rock-paper-scissors game capable of running multiple rounds