

Pradyun Narkadamilli

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Education

University of Illinois Urbana-Champaign, B.S in Computer Engineering exp. 2025
Current Coursework: Digital Systems & FPGA Lab, Analog Signal Processing, Discrete Structures, Differential Equations
Relevant Coursework: Computer Systems & Programming, Intro to Electronics, Linear Algebra, Physics E&M
GPA: 4.0/4.0

Professional Experience

Student Researcher, WaggleNet 2021 – Present | Champaign, IL

- Led 7-person team designing computer vision software for motion tracking/prediction with OpenCV/Tensorflow
- Designed data schema and implemented data pipeline using AWS Cognito user auth and Dynamo NoSQL database
- Created datalogging software to aggregate data from independent Raspberry Pi Zero data collection nodes

Captain, VEX Team 3304R 2019 – 2021 | Dublin, CA

- Designed robot based on game constraints - was primary builder and programmer
- Developed motion control software with PID and Odometry algorithms using OkapiLib C++ libraries
- National and State Championship Qualifiers as first-year team of 5 people

Project Work

Pradyuino

Standalone microcontroller board with Arduino bootloader

- Hand-designed PCB schematic - implemented working prototype using protoboard and ATmega328p MCU
- Later added USB support and migrated to digital PCB design using KiCAD

Vital

Uses soil moisture, temperature, and humidity data to inform gardeners of plant health

- Collected environment and soil data using Arduino, passed data to a Raspberry Pi to sync data with Firestore database
- Interfaced and visualized this data with a website, native Android/iOS apps, and Google Assistant Routine

Awards

Dean's List, Grainger College of Engineering
Ranked within top 20% of students in the Grainger College of Engineering
(Fall 2021 - Present)

Winner, Samsung Solve for Tomorrow, Samsung 2020
Devised an information net that took temperature, smoke, and humidity data from Arduino 'nodes', then used ML to detect/predict the path of a fire - earned \$100,000 in prize.

National Quarterfinalist, VEX Robotics CREATE US Open 2019
Reached the Round of 16 at VEX national championships among 11,000 US-based VEX teams

Skills

Languages

Assembly (LC-3), Python, Java, Rust, C, C++, JavaScript

General

Linux Systems, Git/Github

Hardware

KiCAD, Arduino, Raspberry Pi, ESP32, Altera Quartus, Fritzing

Software

Firebase, AWS, React, Flask, Next.js, Flutter, Numpy