PRAGNATH CHINTALAPATI

Software Engineer

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CAREER SUMMARY:

A student demonstrating strong leadership, programming, and problem-solving skills. Looking for software engineering opportunities that can help me learn more and make an organization win at the same time!

WORK EXPERIENCE:

UW EcoCAR
V2X Programmer | January, 2022 - June, 2022

- Wrote code for the V2X team as part of the Connected and Automated Vehicles (CAV) swimlane at UW EcoCAR.
- CAV builds automation systems that work on producing an eco-friendly and semi-autonomous vehicle at real time.
- Worked on initializing/transferring data from MK5, creating driving scenarios, implementing Bash/Python scripts to parse the data obtained.

Paul G. Allen School of Computer Science & Engineering
Undergraduate Teaching Assistant | January, 2022 - March 2022

- Instruct a group of 25-30 students on Data Structures & Algorithms through weekly sections and office hours.
- Curate questions and help students effectively practice class concepts including - Runtime analysis, Graph algorithms, trees, heaps etc.

UW EcoCAR
Team Lead & Programmer | January, 2021 - February, 2022

- Lead the Sensor Fusion sub-team's development as part of the CAV swimlane.
- My team and I successfully validated rosbags and improved the Multi-Object Tracker to ensure the vehicle is receiving accurate signals and readings of objects around the vehicle.
- Develop code for the Computer Vision sub-team for CAV.
- Primarily worked on code, research and understanding of object recognition algorithms to implement on vehicle.

RELEVANT PROJECTS:

Sustainabear: January 15, 2021 - January 16, 2021
- Sustainabear was built in a 48-hour group hackathon organized by WINFO.
- The iOS app allows users to buy items and automatically donate to a cause of the seller's choice. The app was built on XCode completely using Swift. The full stack application also features a vendor dashboard built using React

EdVance: March, 2022 - June, 2022
- Built as a group project for a Client Side Dev course, EdVance is an online archive where UW students can search for study resources to help them succeed in classes.
- The final website was deployed to Firebase and built using DOM and React.

AI - Powered Pacman: March, 2022 - June, 2022
- Built as part of an AI course, implemented several AI algorithms and concepts ranging from A* Search, Alpha-Beta pruning, CSP Solvers, Markov-Decision Process, Reinforcement Learning etc.
- The AI Pacman considers all the ghosts in the state and determines the best path to take and collect all power pellets.

EDUCATION:

2020 - 2024 | University of Washington, Seattle
Bachelor of Science: Informatics - Software Development Track
Awards: University Dean's List Recipient (5x), Annual Dean's List Recipient
Relevant Coursework: Java Programming, Data Structures & Algorithms, Core Methods in Data Science, Database Systems, AI Methods, Client Side Development, Information Systems, Server Side Development (Upcoming)

SKILLS:

- *Languages & Frameworks*: Java, Python, HTML5, CSS3, R, Swift, SQL, JavaScript, React, Node.js, Matlab
- *Tools*: Git, GitHub, JDBC, VMware, Figma, CAD, Azure, Power BI, Simulink, Firebase
- Agile & Sprint Environment, Problem Solving, Teamwork, Communication