Prashanth Reddy Shyamala

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https://github.com/prash-red

Education

University of Toronto Sept 2022 – April 2026
Honours Bachelor of Science in Computer Science *Ontario, Canada*
Courses: Calculus with Proofs, Foundations of Computer Science I and II (DSA and OOP), Linear Algebra I and II

GPA: 3.97

Technical Skills

Languages: Python, Java, C#, SQL, HTML, CSS, JavaScript
Developer Tools: Docker, Jupyter Notebook, Git
Operating Systems: Windows, Linux - Ubuntu
Technologies/Frameworks: Pandas, NumPy, Matplotlib, Pillow, OpenCV, Flask

Experience

Stock Trading Bot Developer | *Python, GUI, Algorithmic Trading* May 2023 – July 2023
TradeBeez Brokers *Dubai, U.A.E*

- Developed a stock trading bot with optimized strategies and real-time market data integration.
- Designed user-friendly GUI using PyQt5 and Tkinter, enabling efficient trading operations.
- Implemented trading strategies (moving averages, Bollinger Bands, RSI) for informed decision-making.

Mesh Maker Software Developer | *Unity, C#* Jan 2023 – May 2023
Nia Technologies *Toronto, Ontario*

- Collaborated on mesh maker software integration into Nia Technologies' proprietary software.
- Designed and implemented user-friendly interface for mesh creation and customization using Unity and C# scripting.
- Ensured seamless integration and compatibility with Nia Technologies' software through thorough testing and debugging.

Computer Vision Intern | *Python, OpenCV, Pytesseract, MySQL* Jul 2021 – Aug 2021
Purekernel Systems *Virtual*

- Developed an OCR application for detecting model numbers from machinery images.
- Utilized pre-processing methods and pytesseract for accurate text recognition.
- Connected to a MySQL database for storing machine configurations and retrieving recognized data.

Projects

Social Distance Tracker | *Python, OpenCV, DepthAI, Nvidia Jetson* Aug 2021 – Dec 2021

- Developed a social distance tracker using computer vision and AI on Nvidia Jetson MCU. Utilized object detection models and monocular depth estimation techniques.
- Experimented with multiple object detection models and monocular depth estimation methods.
- Applied the DepthAI library with Active Stereo Depth Perception on a Luxonis camera.

GuessWho AI | *Python, Decision Trees, Pygame* March 2023

- Developed a Guess Who game clone with an intelligent AI player.
- Implemented decision trees using various algorithms (CART, ID3, Chi-squared, variance) for AI decision-making.
- Designed the game's frontend using the Pygame library.

Honors and Awards

University of Toronto International Scholar Award 2022

- Received a scholarship of 100,000 CAD from the University of Toronto