Sai Praveen Mylavarapu

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Education

- **PSG College of Technology** — Coimbatore, India
  Integrated M.Sc, Theoretical Computer Science; CGPA: 8.01/10 — *May 2020*
- **Narayana Junior College** — Hyderabad, India
  Telangana State Board of Intermediate Education; 94.4% — *2015*

Programming Skills

- **Languages**: Python, C++, Java, Javascript, SQL
- **Technologies and Frameworks**: Docker, Kubernetes, Hadoop, Spark, TensorFlow, Flask

Experience

- **Goldman Sachs** — Bengaluru, India
  Software Engineer — *June 2020 - Present*
  - Working on software supply chain component analysis to identify and reduce risk to the firm from the usage of third-party and open source libraries.
- **L3S Research Center** — Hannover, Germany
  Visiting Researcher — *November 2019 - December 2019*
  - Worked as research assistant under Prof. Avishek Anand on scaling Graph Neural Networks.
  - Worked on reducing training time of Graph convolutional networks (GCNs) by exploiting the properties of graphs like graph clustering structure while ensuring good accuracy and memory consumption.
  - Implemented the algorithm in Python using TensorFlow and METIS libraries.
- **Goldman Sachs** — Bengaluru, India
  Software Engineering Intern — *May 2018 - October 2018*
  - Developed and released a product to monitor breaches in the SLOs of firm wide applications during their runtime.
  - Used Spark structured streaming for streaming the real time telemetry of applications and is compared it with their SLOs with windowing over time intervals.
  - Built a data pipeline to make the telemetry of applications accessible for detecting SLO breaches.
  - Developed a feature to automate dashboard generation for telemetry of the applications.

Projects

- **Rubik's cube solver** An Arduino robot that solves Rubik's cube mechanically, using Kociemba's algorithm. Stepper and servo motors execute the steps of the algorithm progressively. Implemented in Python using Kociemba, PyQt and pyserial libraries. Video demo at http://youtu.be/iySgEFEIhY4.
- **IDK my friends** An application that surprises the users by finding unknown friendship relations in their friends circle. People with relations across communities are found by forming disjoint communities using Girvan-Newman algorithm. Implemented in Python using networkx and matplotlib libraries.
- **Chocolatier** A chocolate business simulation game where the player uses strategies to improve his business by buying raw materials, manufacturing chocolates and selling those for higher profits. The game terminates when he runs out of money to continue his business. Implemented using object-oriented programming concepts in C++.
- **KuDoSu** A Sudoku solver program in Python that models the game as a vertex coloring problem where the numbers and boxes are mapped to colors and nodes respectively.

Publications

- Mylavarapu Sai Praveen and Shubhashri Govindarajan. **IDK My Friends: Link analysis on social networks to mine surprise connections**, 4th International Conference on Computational Intelligence, Cyber Security and Computational Models. (Accepted)

Accomplishments

- Selected for SoBigData.eu funded Transnational Access programme to carry out research project at L3S Research Center, Hannover, 2019.
- Secured 10th, 12th and 23rd positions in PSG Tech Math Olympiad 2016, 2017 and 2018.
- First position in Dark Knight, a CTF event at Kriya, PSG College of Technology, 2018.