

Preetham Reddy Narayanareddy

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EDUCATION

UNIVERSITY OF CALIFORNIA, LOS ANGELES

BS in Computer Science

Expected June 2019 | Los Angeles, CA

Cum. GPA: 3.99

LINKS

Website: preethamrn.com

Github: github.com/preethamrn

LinkedIn: linkedin.com/in/preethamrn

Android: RHOMBUS DEVELOPERS

SKILLS

PROGRAMMING

Advanced:

C++ • Java

Intermediate:

C • Javascript • Android • Python • C# •

HiveQL

Novice:

PHP • CSS • MySQL • \LaTeX

SOFTWARE

Linux • Git • Perforce • Unity • Adobe

Premiere Pro • Camtasia Studio • GIMP •

Audacity

INTERESTS

Data Structures & Algorithms • Big Data •

Machine Learning • Artificial Intelligence

• Internet of Things • Virtual Reality •

Wearables

AWARDS

• International Olympiad in Informatics Training Camp (2015)

• HP Codewars 1st place (2014)

• KVPY Scholar (2014)

• IAIS Mathematics 1st in Country (2013)

• IAIS Computer Science 1st in Country (2012)

• National Cyber Olympiad 3rd in Country (2011)

• NTSE Scholar (2011)

EXPERIENCE

UBER INTERN

Summer 2017

- Integrating an incremental monitoring and auditing system for Uber's Kafka pipeline which handles up to 500k messages/sec/machine.
- Visualization of auditing metrics to detect data loss and message consistency across tiers in the data pipeline.
- Technologies: Kafka, ELK stack, Java, SQL

SYMANTEC INTERN

Summer 2016

- Generated features from big data telemetry logs to train a classifier using machine learning to distinguish between targeted and non-targeted attacks with 65% recall and 97% precision.
- Technologies: Apache Hadoop, Hive, Python (pandas and scikit)

PROJECTS

SCOTT SIMULATOR | WebGL GAME

February 2017

- WebGL game like The Stanley Parable set in UCLA and written using WebGL from scratch. Earned most impressive and second most favorite project out of 27.
- Developed Game State Machine, Game Logic, and Audio Engine.
- Technologies: Javascript, GLSL, WebGL
- Link: preethamrn.github.io/ScottSimulator/

BRUIN MENU | ANDROID APPLICATION

November 2015

- Jointly created an application that displays the daily menus of all the UCLA dining halls, shows nutritional data of food, and keeps track of favorites and swipes remaining.
- Technologies: Java, SQLite database, JSoup HTML parsing.
- Link: play.google.com/store/apps/details?id=com.rhombus.bruinmenu

HONORABLE MENTIONS

- **League of Legends Neural Network:** Predict (using a Tensorflow Neural Network) which team will win a LoL game before it starts based on the champions selected (*Python, Tensorflow*)
- **UCLA Class Parser:** Python tool that looks up classes on the UCLA registrar page and notifies you when a class is open. (*Python, BeautifulSoup*)
- **Bruinwalk Ratings:** Browser extension that displays the ratings, information, and grades of UCLA professors from their Bruinwalk page directly on the Class Planner and registrar. (*Javascript, jQuery, CSS*)
- **Simple Scheduler:** Android application for taking daily notes and reminders for tasks. (*Java, Android*)
- **BLOB v0.1:** Multiplayer Desktop game similar to Bomberman with Capture the Flag and Zombies gamemodes added. (*C++, SDL*)
- **SmashIt:** Android game where you tap on squares as they appear to score points. (*Android, Java*)