Yashwanth Raj Tirupati

J (937)-469-9700

■ tyashwanth99@gmail.com | linkedin.com/in/yashwanthtirupati | github.com/proxiee

SUMMARY

Results-driven AI and Computer Vision Engineer with an M.S. in Computer Science and expertise in developing and deploying deep learning models for AR/VR. Proficient in C++ and Python with a strong background in PyTorch, developing novel algorithms, and optimizing on-device performance to improve model accuracy and system latency.

EDUCATION

University of Dayton

Dayton, Ohio, USA

M.S. in Computer Science

Aug 2023 - May 2025

- .b. in Compater Setence
- Concentrations: Autonomous Systems and Data Science
- **GPA:** 3.41/4.00
- Related Coursework: Data Structures & Algorithms, Objects & Design, Virtual Reality, Machine Learning, Artificial Intelligence, Object-Oriented Programming, Algorithm Design, Advanced Computer Vision.

Jawaharlal Nehru Technological University

Hyderabad, Telangana, India

B. Tech. in Computer Science & Engineering

June 2018 - July 2022

• CGPA: 7.3/10.00

• Related Coursework: Operating Systems, Database Management Systems, Computer Networks, Discrete Mathematics, Web Technologies, Software Engineering.

EXPERIENCE

Cognizant Technology Solutions

Chennai, Tamil Nadu, India

Software Developer

March 2023 - Aug 2023

- Developed and deployed full-stack features for enterprise-level systems using Spring Boot (Java) and modern front-end frameworks, focusing on writing extensible, maintainable, and high-quality code.
- Partnered with product stakeholders to translate user requirements into technical specifications and collaborated within an Agile team to deliver robust solutions, improving API response times by 15%.

Cognizant Technology Solutions

Chennai, Tamil Nadu, India

Programmer Analyst Intern

March 2022-Sept 2022

- Contributed to the full software development lifecycle by identifying and fixing bugs in enterprise applications, leading to a 10% reduction in reported issues for key modules.
- Authored technical documentation and augmented test automation to improve code quality and reliability.

PROJECTS

Real-time Hand Tracking & Gesture Recognition for AR — University Project

Jan 2024-May 2025

- Developed a novel deep learning model in C++ and PyTorch for high-fidelity hand tracking in a simulated AR environment, achieving 98.5% tracking accuracy on a custom dataset of 50 complex gestures.
- Engineered a lightweight architecture and implemented a data augmentation pipeline, reducing latency by 30% and increasing model robustness by 25% to enable 90 FPS on-device performance.

On-Device 3D Scene Reconstruction for VR — Personal Project

Jun 2024 - Present

- Architected a complete 3D reconstruction pipeline in Python and created a custom SLAM algorithm that decreased tracking drift by 40% compared to baseline methods for large-scale environments.
- Optimized the entire system for resource-constrained mobile hardware, achieving a 2.5x speedup in mesh generation and enabling interactive on-device performance.

Semantic Segmentation for Dynamic AR Occlusion — Personal Project

Sep 2023-Dec 2023

- Trained a PyTorch semantic segmentation model for realistic AR occlusion, achieving 92% mloU.
- Designed a distributed training process using Kubernetes that accelerated model experimentation and hyperparameter tuning by 5x.

ACTIVITIES AND LEADERSHIP

University of Dayton

Dayton, Ohio, USA

• Teaching Assitant, CPS 501 (Advanced Programming and Data Structures)

Jan 2024-Apr 2024

• Secretary, Indian Student Association (100+ members)

Aug 2023-Apr 2024

Skills

Languages: Python, Java, C++, C, JavaScript, Kotlin

Frontend: HTML, CSS, ReactJS, AJAX
Backend Frameworks: SpringBoot, NodeJS
Database: MySQL, MongoDB, Postgres

Automation: Appium, Selenium, Cucumber BDD, Jenkins, JUnit AI & ML: PyTorch, TensorFlow, Jupyter, OpenCV, LLMs(GPT)