Sindhu Vadapalli

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EDUCATION

M.S. Computer Science (Accelerated 4+1) **Expected May 2026**
Arizona State University, Tempe, AZ **GPA: 4.0**

B.S. Computer Science (Statistics Minor) **Expected May 2025**
Arizona State University, Tempe, AZ **GPA: 4.0**

- Awards and Societies: New American University Scholarship, Dean's List (all semesters), Moeur Award Recipient, Fulton Undergraduate Research Initiative, Member of Women in Computer Science, Member of Society of Women Engineers.
- **Relevant course work**: **Data structures and Algorithms**, **Design and Analysis of Algorithms**, Foundations **of Machine Learning**, Artificial Intelligence, Principles of Mobile App Dev **(IOS),** Database Management, Bio-Inspired Computing.

TECHNICAL SKILLS

- **Languages and Frameworks: Python, Java, C++, Swift,** HTML, CSS, React
- **Tools, Databases, and OS:** Jira, Taiga, Visual Studio Code, Git, GitHub, PostgreSQL, Flask, MacOS, Windows

EXPERIENCE

Hidden Gemz – Software Engineer Intern **August 2024 – May 2025**

- Developed a real-time, user-centered recommender system using collaborative filtering to personalize itineraries; optimized performance and integrated it into the Hidden Gemz app.
- Contributed to testing, system scalability, and streamlining **API/database** calls for future growth.

Research Assistant **September 2024 –Present**
Self-Organizing Particle Systems Lab at ASU

- Working on finding near-optimal solutions for the travelling salesman problem using **reinforcement learning** with an auction-based heuristic for efficient pathfinding.
- Presented research at FURI symposium: Fulton Forge Student Research Expo
- Funded by the National Science Foundation REU award.

Undergraduate Teaching Assistant **Aug 2022 - December 2024**
Ira A. Fulton Schools of Engineering at ASU

- UGTA for Intro to Theoretical Computer Science - Held 1 hour of weekly office hours; help with exam proctoring; 2 exam reviews for midterms with an approximate **200 student** turnover.
- UGTA for "Principles of Programming" and UGTA and Grader "Object Oriented Programming and Data Structures"

Research Assistant, The Virtualized Infrastructures, Systems, and Applications Lab, SCAI **May 2024 - November 2024**

- Worked on a project that used machine learning models to predict stress using biometric data collected from police cadets using Fitbits. Used tools like TensorFlow, Sci-kit Learn, NumPy.

Information Technology Support Specialist **September 2023 – July 2024**
W.P. Carey Technology Strategy & Oper

- Resolve IT issues for faculty and students of the W.P. Carey School by providing support for a smoother experience.

PROJECTS

LingoVerse **August 2024 - Present**

- Developed a full-stack language learning application using **MongoDB**, **Express.js**, **React**, and **Node.js.** Implemented user authentication and login and flashcards categorized by topics to enhance learning.

Reflectrospect **January 2024 – May 2024**

- Built a user-friendly **IOS mobile application** using **Swift and firebase** to help users monitor their emotional well-being.

EffortLogger - track teams' progress **August 2023 - December 2023**

- Developed an interactive application that helps users log daily efforts using **JavaFX, Java,** and **FXML**. Led an **Agile** team and implemented a 2-week sprint cycle to ensure efficient progress and collaboration.

StudPals – Study better together! **November 2023**

- Developed an interactive Study Buddy matching application built using **Python, Flask, HTML, CSS** and **Bootstrap** for a 24-hour hackathon.