PAVAN SESHADRI

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EDUCATION

GEORGIA TECH

2017 - 2021

B.S COMPUTER SCIENCE
FOCUS: INTELLIGENCE & MEDIA

MINOR IN MUSIC TECHNOLOGY (INTENDED)

COURSEWORK

Deep Learning
Machine Learning
Robotics and Perception
Analysis of Algorithms Honors
Intro Information Visualization

AWARDS

President's Undergraduate Research Award (2020)
Eagle Scout Award (2016)

SKILLS

LANGUAGES

Python
Java
C/C++
Javascript
MATLAB

SOFTWARE

Amazon Web Services
Numpy/Scipy
PyTorch
Linux/Bash
React
Android SDK

EXPERIENCE

MAY 2020 - AUG 2020

+ AMAZON

SOFTWARE DEVELOPMENT ENGINEER INTERN

· Designed and built an automatic threshold feature in a deep neural network training pipeline to support product classification.

· Feature leverages AWS lambda, EMR, S3, and Spark to reduce applied scientist effort from 45-75 hours to minutes.

JAN 2020 - PRESENT

+ GEORGIA TECH GVU CENTER

RESEARCH ASSISTANT

· Researching the use of neural networks to automatically grade and give feedback on musical performance auditions.

· Optimized models to increase performance by 25% in predicting musicality, rhythm and note accuracy scores..

AUG 2018 - AUG 2019

+ GLEASON LAB, GEORGIA TECH

RESEARCH ASSISTANT

· Worked on an iOS based tool to determine pregnancy risks from scanned 3D models of patients, currently deployed in Ethiopia

· Implemented Gradient Analysis techniques to classify human anatomy on 3D models using MATLAB.

PROJECTS

AUG 2020 - PRESENT

+ WORD UP!

· With a team of 5, developing a central hub application for city communities to read new news, find events, and communicate.

· Application developed cross-platform for iOS and Android with react native frontend and node.js/express.js backend.

MAY 2020 - PRESENT

+ DRAKENET

· Developed an LSTM-based neural network architecture to generate rap lyrics.

· Wrote web scraper to gather lyric datasets from metrolyrics.com and implemented network in PyTorch.

JUL 2019

+ SOFTWARE RENDERER

· Developed a software-based rasterizer and renderer with pixel and vertex shader support in C++.

· Capable of barycentric interpolation, backface culling and block-based rasterization