PAVAN SESHADRI

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EDUCATION

GEORGIA TECH

2017 - 2021

B.S COMPUTER SCIENCE
FOCUS: INTELLIGENCE & MEDIA
MINOR IN MUSIC TECHNOLOGY

COURSEWORK

Deep Learning
Machine Learning
Robotics and Perception
Analysis of Algorithms Honors
Audio Recording & Mixing

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
librosa
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

+ MUSIC INFORMATICS LAB, GEORGIA TECH

RESEARCH ASSISTANT

· Optimized accuracy of neural networks for automatic music performance assessment by 25% in predicting judge scores.

· Currently investigating contrastive supervised learning for music performance assessment.

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 - DEC. 2020

+ WORD UP!

· With a team of 5, developed 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

+ DISCORD MEDIA BOT

· Developed a Discord bot with features including automatic chat engagement, audio streaming, and lyrics scraping

· Wrote voice channel YouTube audio streaming and downloading using ffmpeg and the ytdl python framework.

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