Rahul Medicharla

Student at The Ohio State University

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SKILLS

- Dynamic web applications utilizing React, Ruby, .NET, SQL, Docker, and cloud services such as GCP and Azure.
- Experience in training and using machine learning and generative AI models and creating custom Neural Networks.
- Familiarity in the fundamental languages such as Python, JavaScript, Java, C, and C#.
- Experience in developing products while following Agile methodologies and software development life cycles.

EDUCATION

The Ohio State University, Columbus OH — **Graduation:** May 2025
Bachelors of Science | Computer Science Engineering — **GPA:** 3.68/4.0
Focus: Software Development / Artificial Intelligence

EXPERIENCE

Software Engineering Intern at WillowTree Apps — May 2023 - current

- Directed the creation of an MVP for a customer support chatbot with Scrum methodologies.
- Utilized generative AI and a SQL database to develop a custom search feature to provide fast semantic search and response.
- Engineered and deployed a custom backend web API leveraging Azure Cloud Services, .NET framework, and C#.

Application Developer Intern at TOYMAKERS — June – August 2022

- Developed Bubble, a React Native mobile application designed to make event organization with friends simple.
- Utilized Google Cloud Platform's Realtime Database, Firestore, and Places API to create an interactive UI that shows the real time location of friends, events, and nearby locations onto a localized map.

COLLEGIATE AFFILIATIONS

Co-Founder/Treasurer of OSU's Cooking Club — August 2022 – current
Treasurer of OSU's Collaborative Programming Club — November 2022 – May 2023
3D Perception Team Member of Buckeye Autodrive — January 2023 - current

- Trained and visualized a 3D Object Tracking ML model to track the relative locations of vehicles and pedestrians.
- Created and integrated a custom 3D Dynamics module to get the speed, direction, and orientation of surrounding vehicles relative to our velocity, location, and orientation to true north.

PROJECTS

evolate — June 2023

- Engineered a custom data structure designed to seamlessly switch between different existing data structure implementations and search algorithms to maximize efficiency based on a user's use case.
- Created and trained a custom Neural Network to automatically determine when to switch implementations based on behavioral patterns.

mood.ai — March 2023

- Developed and hosted a custom Docker contained python API that allows users to convert memories stored as videos to abstracted art.
- Implemented numerous video and audio machine learning inferencing models to parse data about the video and utilized large language and stable diffusion models to reconstruct the memory data as art.

Audio Studio – 5th place project out of 1,000 participants at annual Hackathon — October 2022

- Created a speech-to-code editor that inputs conversational voice commands and maps it to runnable python code.
- Designed a nested recursive CFG representation of code logic and used Google's Speech Recognition for voice transcription.