Rishi Jammalamadaka

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EDUCATION

Rutgers University, New Brunswick, NJ   *January 2024*
Computer Science, Bachelor of Science, GPA 3.44
Related Coursework: Systems Programming, Imaging & Multimedia, Data Management & Data Science, Artificial Intelligence, Computer Algorithms, Data Structures, Computer Architecture, Calculus, Linear Algebra, Discrete Math, Numerical Analysis

SUMMARY

Computer Science graduate with expertise in React, Python, Typescript, OOP and game development. Proven track record in building interactive applications, enhancing AI model performance, and contributing to open-source projects.

EXPERIENCE

Freelance   *January 2024 - Present*
Software Developer
- Evaluated and trained LLMs for clients on the Data Annotation platform using mainly React.js, Typescript, and Python.
- Enhanced AI model accuracy in over 400 generated responses with in depth research, code reviews, and corrected responses.
- Created visualizations and analyzed data from 100+ data files using pandas, numpy, and matplotlib.

Certifications: Problem Solving, Python, SQL HackerRank
Game Jams: 14 including GWJ61, LD54, GWJ62, GWJ64, GWJ65, ACE0, LD55, GWJ73, LD56
Hackathons: 5 including HackPHS, HackSB

PROJECTS

Skyfall   *October 2024*
Ludum Dare, 2D Godot entry page gamelink
- Objective: Use tiny creatures falling from the sky to clear enemies before they reach the sky in an action puzzle RPG
- Created a grid system adjacent to Tetris and Minesweeper with stacks of enemies that update properly when added and removed.
- Learned how to properly use custom getter setter functions, and followed a style guide to write cleaner, less bug prone, code.
- Received positive feedback through 30 comments, 40 ratings, and 100+ plays and downloads

Face Comparator   *May 2024*
Back End, Imgur and Face++ API, Python and RESTful APIs
- Given an input image and a folder of faces, the program will compare faces and return the most similar faces sorted in order.
- Used Imgur API to temporarily host images that the Face++ API can use to return confidence values.
- Learned about the importance of error handling when the Face++ API failed. Hosted images needed to be deleted manually.
- Reduced Imgur API calls by 50% by making the input image host only once instead of every comparison.

Spectral War   *December 2023*
Game Systems and UI, 3D Godot gamelink, showcase
- Worked on a team with 8 members, including 5 developers, to develop a 3D RTS game utilizing Github source control.
- Objective: Build an economy and place light connected buildings to capture crystals and defeat enemy strongholds.
- Developed a building system that uses DFS to check whether there was a valid connection between buildings and crystals.
- Ranked Top 10 out of 118 game submissions and #1 PC game in the 9 day game jam.

ThreeJet   *April 2023 - September 2024*
Front End, Three.js, Javascript and 3D WebGL Renderer link, source
- Utilized Javascript, HTML/CSS, Three.js and deployed to Github in 14 days. Learned about feature/rendering compatibility.
- Objective: Fly a jet through 4 different worlds, and collect lost resume fragments that only show up in their respective world.
- When the player reaches the end of a world, they are teleported back to the start, and the world interactables loop based on index.

TECHNICAL SKILLS

Languages: Python, SQL, Typescript, Javascript, Java, C/C++/C#, GDScript, HTML/CSS, JDBC
Tools/Frameworks: Github, React.js, Next.js, Vercel, Node.js, Godot, Three.js, Flask, Unreal Engine, Unity, Jupyter, VS Code
Other Projects: Old Github, Game Portfolio 15+ games made in Godot, Unreal Engine, and Unity
Creative Tools: Figma, Blender, Blockbench, Photoshop, Krita, Aseprite, FL Studio, DaVinci Resolve
Non-Technical: STEM Tutor 40 hr, Volunteer 160 hr