

# Rohith Pallamreddy

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## EDUCATION

<b>Georgia Institute of Technology</b> <i>Bachelor of Science in Computer Science, GPA: 4.00/4.00</i>	Atlanta, GA May 2027
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## EXPERIENCE

<b>No Heat (Vertically Integrated Project)</b> <i>Research Group Member</i> <ul style="list-style-type: none"><li>Using geospatial datasets to learn more about the microclimate of Savannah, GA</li><li>Using datasets like Global Earth Engine, Overture Maps, and USGS Lidar Explorer to create raster datasets of building height, canopy height, and land elevation</li><li>Using tools like SOLWEIG and UROCK to calculate the UTCI of Savannah, GA to calculate the path of lowest heat risk between two points</li></ul>	Atlanta, GA Aug 2025 – Present
<b>System Technology Works</b> <i>Computer Science Intern</i> <ul style="list-style-type: none"><li>Led a group of interns in a project using Ollama that ran an LLM on a humanoid robot (Zeus2Q) to improve the efficiency of its response time.</li><li>Actively participated in a group that worked towards teaching a humanoid robot (Zeus2Q) how to push a cart.</li><li>Actively worked in a group that worked towards optimizing our humanoid robot and its ability to walk forward.</li></ul>	Alpharetta, GA May 2024 – Aug 2024
<b>Horror Hacks</b> <i>Chief Organizer</i> <ul style="list-style-type: none"><li>Organized an international hackathon with 40+ participants for two years.</li><li>Advertised Hackathon over various mediums to help increase participant count.</li><li>Conducted tutorials and workshops to make sure beginners had enough knowledge to participate</li></ul>	Alpharetta, GA Oct 2022 – May 2024

## PROJECTS

<b>LADEE Lunar Dust Risk Mapping &amp; Path Optimization</b> <ul style="list-style-type: none"><li>Engineered two predictive models using NASA’s LADEE dataset to quantify lunar dust hazards (glass-like shards); implemented a danger coefficient (0 – 5) based on altitude, local time, and the ”terminator effect.”</li><li>Developed a secondary model utilizing particle mass distribution, velocity variance, and impact frequency to assess risk for large-scale micrometeoroid debris.</li><li>Utilized the <b>PyBullet Physics Engine</b> to simulate terrain-level dust accumulation and micrometeoroid impact dispersion to identify high-risk zones across lunar landscapes.</li><li>Implemented a weighted <b>Dijkstra’s algorithm</b> using danger scores as edge weights to calculate the safest rover routes, optimizing for both hazard exposure and temporal mission windows.</li><li>Simulated the safest route using PyBullet to ensure feasibility of route.</li></ul>	Nov 2025 – December 2025
<b>Cosmetics Wizard (Full-Stack Ingredient Analyzer)</b> <ul style="list-style-type: none"><li>Built an AI/ML analysis tool for cosmetic safety; processed and cleaned complex chemical datasets using <b>Vector Embeddings</b> to detect synergistic relationships and hazards between ingredients.</li><li>Developed a full-stack interface featuring a custom predictive scoring engine that generates a 0 – 5 safety rating and identifies the top 5 ”Best” and ”Worst” ingredients from raw text input.</li></ul>	Sept 2025 – Nov 2025
<b>CounterPunch AI (Computer Vision Defense Analyzer)</b> <ul style="list-style-type: none"><li>Developed a full-stack application using <b>MediaPipe</b> and Computer Vision to analyze boxing defense; implemented <b>Time Series Complexity</b> heuristics to predict head movement and identify predictable patterns.</li><li>Used a pose-detection engine to evaluate guard effectiveness, identifying ”open windows” and vulnerable strike zones in real-time.</li><li>Built a dashboard featuring dynamic graphing of head movement and a ”Predictability Score” for athlete feedback.</li></ul>	May 2025 – Sept 2025
<b>Motorcycle Simulator Project</b> <ul style="list-style-type: none"><li>Developing a racing simulator via <b>Georgia Tech Create-X (Idea-2-Prototype)</b> to provide realistic simulation for the gaming industry.</li><li>Utilizing <b>Fusion 360</b> for subsystem CAD design and an <b>Arduino-based control system</b> to map physical sensor inputs to low-latency game functions.</li></ul>	Aug 2025 – Dec 2025

## CERTIFICATIONS

<b>AI Infrastructure and Operations Fundamentals   NVIDIA</b>	Dec 2025
<b>Bracketology with Google Machine Learning   Google</b>	Dec 2025
<b>GenAI and LLMs: Architecture and Data Preparation   IBM</b>	Dec 2025
<b>Generative AI for Data Science   Microsoft</b>	Dec 2025

## SKILLS

<b>Programming &amp; Data Science:</b> Python (Pandas, NumPy, SciPy, Matplotlib, TensorFlow, Pybullet, Time Series Complexity, MediaPipe, Vector Embeddings, Artifical Intelligence), SQL, Java (OOP, Data Structures, GUIs), GeoSpatial Data (LiDAR, Raster, Vector, SOLWEIG, UMEP, QGIS, etc.)
<b>Mathematics &amp; Statistics:</b> Descriptive & Inferential Statistics, Probability Distributions, Hypothesis Testing, Linear Algebra, Calculus, Discrete Mathematics, Proofs, Graph Theory
<b>Tools &amp; Platforms:</b> Git/GitHub, Jupyter Notebook, VS Code, IntelliJ, Linux, PACE ICE
<b>Fine Arts:</b> Drawing (8 years), 3D Modeling & Animation (5 years)
<b>Interests:</b> Brazilian Jiu Jitsu, Rock Climbing, Formula 1, Baking, Mixed Martial Arts, Wrestling