

# Ruthvik Peddawandla

(213) 793 1027  
[peddawan@usc.edu](mailto:peddawan@usc.edu)  
ruthvik.com



## Education



University of Southern California  
B.S. Computer Science  
Class of 2016  
Major GPA: 3.3

## Familiar Languages

C++, Java, C, Python, JavaScript, HTML, CSS

## Awards & Honors

Dean's List | USC Fall 2014, Spring 2015  
Finalist | BCIC/Intel Innovation Contest '14 Jan 2014

## Relevant Upper Level Coursework

**Undergraduate** – UX Design & Strategy [IP], Operating Systems [IP], Computer Networks, Robotics, Modern Web Technologies, Professional C++ [IP], Advanced Statistics & Probability, Algorithms.

**Independent** – Computational Thinking and Data Science (edX), Machine Learning (Coursera), Developing Android Apps (Udacity).

## Experience

Android Developer Intern at **Stasis Labs Inc.**, Los Angeles, CA Jun 2015 - Present

- Android developer in a small team that uses scrum and agile development methods at a young health-tech startup.
- Collaborate with the head of software to design the user interface as well as develop the primary architecture and core functionalities that make the backbone of the current application.
- Responsible for the implementation of various features and corresponding test frameworks to enable communication with a BLE device and to display, monitor and modify data in a responsive environment.
- Contribute to meetings and discussions to determine the direction of progress of the Software dimension of the company as well as that of the startup as a whole.

Course Producer at **University of Southern California**, Los Angeles, CA Aug 2015 - Present

- Course producer/undergraduate teaching assistant for the introductory computer science class in C++ at USC.
- Hold weekly office hours to discuss the course material with students and help them progress on programming assignments that cover topics from syntax subtleties to memory management and object oriented programming.
- Responsibilities include conducting weekly interactive programming lab sessions, moderating online forums and evaluating programming assignments/programming exams.

## Personal Projects

TravelCraft | **Android Application/HackSC** | Java [github.com/ruthvik947/TravelCraft](https://github.com/ruthvik947/TravelCraft) November 2015

- Android application with a Parse backend: Serves as a platform to connect people seeking products unique to a particular region with travelers flying from that region to the buyer's location willing to carry said product.
- Collaborated with a teammate to design and implement the core functionality in a responsive (portable to Android devices running 5.0+) and design-first app. Future plans include the expansion of functionality and use cases.
- Concept accompanied by a wireframe of the application was previously a finalist in an innovation competition co-hosted by Intel and the Bangalore Chamber of Industry & Commerce that was contested by over 500 teams.

Proximityfy | **Web Application** | JavaScript/HTML/CSS [github.com/ruthvik947/Proximityfy](https://github.com/ruthvik947/Proximityfy) December 2015

- Designed and developed a web application that authenticates/logs in a user via the Spotify API, retrieves their followed artists and searches for and displays concerts around them by making use of the Eventful and Google Maps APIs.
- Client side routing and front end rendering was implemented using Angular.js; communication with APIs (including web authorization) and server side routing was implemented using Node.js and Express.js.
- In progress: currently working on deployment to Heroku and filtering/using the Eventful data being received.

Champions League Leveraged Goals | **Sports Analytics** | Python April 2015

- Application that scrapes and statistically analyzes European Champions League (soccer tournament) data to determine the relative value of individual goals.
- Responsible for collecting data by scraping the web using the BeautifulSoup libraries as well as developing and implementing the statistical evaluation program.
- Future plans include data visualization using the d3.js libraries and a better explanation of the significance of the analysis.

## Leadership & Involvement

Head of Publicity | **AAAI at USC** Apr - Oct 2015  
Event Coordinator | **Project Africa** Jan - Dec 2013