

Ruthvik Peddawandla

(213) 793 1027
peddawan@usc.edu
ruthvik.com



Education



University of Southern California
B.S. Computer Science
Class of 2016 | Major GPA: 3.34

Skills

C++ • Java • Python • C • JavaScript • HTML/CSS

Familiar Development Platforms: Android | Web

Coursework

Undergraduate – Computer Networks, Robotics, Data Structures, Algorithms, Modern Web Technologies, Advanced Statistics & Probability, Principles of Software Development, Digital Logic, Computer Architecture, Intro to Computing

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

Experience



Android Developer Intern | **Stasis Labs, Inc.**

Los Angeles, CA

Jun 2015 - Present

- Working on the development & design of an Android application at a fast growing, early-stage health tech startup.
- Responsible for the implementation of various features and corresponding test frameworks to enable communication with a BLE device and display, monitor and modify data in a responsive environment.
- Actively 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 | **University of Southern California**

Los Angeles, CA

Aug 2015 - Present

- Course producer (equivalent to undergraduate teaching assistant) for CSCI 103: Introduction to Programming class in C++ at USC.
- Hold weekly office hours to help students understand the course material and progress on assignments.
- Responsibilities include supervising lab sessions along with other teaching assistants and grading programming assignments/programming exams.

Projects

TravelCraft | **Android Application/HackSC** • Java

[github.com/ruthvik947/TravelCraft]

- 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/vision of transforming the international courier industry accompanied by a sketch of the application had previously been a Finalist/3rd place winner in an innovation competition co-hosted by Intel and the Bangalore Chamber of Industry & Commerce that was contested by over 500 teams.

UEFA Champions League Leveraged Goals | **Sports Analytics** • Python

[ruthvik.com/Champions-League-Leveraged-Goals]

- Application that implements a non-linear leveraged goals model in a program that scrapes and statistically analyzes European Champions League Tournament data to determine the relative value of individual goals scored.
- Responsible for scraping data and implementing the statistical model (which was developed in a team of 4).
- Future plans include data visualization on the web using the d3.js libraries and an explanation on the significance of the analysis.

Fantasy Premier League Player Evaluator [In Progress] | **Sports Analytics/Machine Learning** • Python

- A soccer player performance prediction model that was developed by training a multivariate regression algorithm on historic English Premier League data. Currently in the early-mid stages of development.
- Sharing the responsibility of accumulating data, developing/training the algorithm and creating a web interface (front & back end) with one other collaborator.

Distributed Database Simulation | **Computer Networks at USC** • C++

[ruthvik.com/Distributed-Database-Simulation]

- 3-Server/2-Client network model that communicates via TCP and UDP sockets to simulate a distributed hash table.

Virtual Retail System | **Data Structures at USC** • C++

[repository for class is private]

- Application that features data encryption, product recommendations based on similarity vectors, an exhaustive search algorithm that leverages Splay Trees for efficiency purposes and a GUI developed using the Qt libraries.

Leadership & Involvement

Head of Publicity | **AAAI at USC**

April - Oct 2015

Awards & Honors

Deans List | **USC**

Fall 2014 Spring 2015 Fall 2015