Ruthvik Peddawandla

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Education

Bachelor of Science - Computer Engineering and Computer Science

GPA: Major – 3.10 | Fall 2014 – 3.70 [Deans List]

University of Southern California

Class of 2016

Languages & Technologies

C/C++ | Python | Raspberry Pi | HTML/CSS | Hadoop/MapReduce

Advanced Coursework

Computer Networks, Intro to Robotics, Statistics & Probability for Engineers

Experience

Intern - Emmvee Solar Systems Pvt. Ltd.

July-August 2014

- Performed site evaluation analysis, drafted wiring diagrams, calculated and selected various components for systems based on consumer-specific constraints and requirements.
- Coordinated and worked with a team of 5 other interns to complete projects assigned by the manager utilizing different solar power industry technical software.

Intern - Hydromax Ltd.

June 2012 | June-July 2013

- Worked with on-site crew to operate electrical powerhouse at a hydroelectric power plant.
- Shadowed project manager and contributed to problem management committee.

Projects

Raspberry Pi Personal Voice Assistant

July 2014

- Implemented an always-on, voice-controlled, completely programmable personal assistant
 which answers questions and performs actions by delegating requests to a set of web services
- Implemented a standalone streaming music player and gesture-controlled interface using a 3
 Axis Accelerometer

App Development – Human Logistics

January 2014

- Conceived a startup concept as a part of a two-man team with a vision of transforming the international courier service by creating a network of crowd sourced couriers.
- Coded the front end of an accompanying webapp using HTML, CSS and jQuery Mobile.
- Idea/Concept app placed 3rd and won a cash prize of INR 20,000 in an app innovation competition contested by 500+ teams backed by Intel and the Govt. of Karnataka, India.

USC

Programming [C++] [Fall 2014]: Coded the backbone of a social network in C++. Functionality included the ability to add/remove elements, read/write from/to external files, add/remove/suggest friends and find shortest paths among others.

Programming [Python] [Spring 2015]: Coded a web scraper in python that scraped and analyzed data from the English Premier League for a sports analytics project.

Programming [Assembly] [Spring 2014]: Programmed a variation of Pong on an FPGA board in Verilog using Xilinx ISE. Gravity is simulated and speed increases with each point. Output to VGA.

Circuitry [Fall 2013]: Designed and built basic electric guitar along with amplifier, tuner and distortion circuits using a cigar box, resistors, capacitors & diodes in a 2-man team.

Leadership

Project Africa

January 2012 – May 2014

Communicated with Ugandan organization and coordinated team's service trip to identify
the biggest problems affecting a remote village in central Uganda and actively engage the
locals in discussions and activities to implement solutions to overcome them.