Ruthvik Peddawandla

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/ruthvik947

Education

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

Skills

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

Familiar Development Platforms: Android | Web
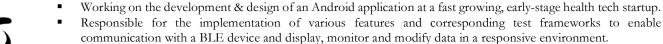
Relevant Upper Level Coursework

Undergraduate –Computer Networks, Robotics, Modern Web Technologies, Advanced Statistics & Probability, Principles of Software Dev, Computer Architecture, UX Design & Strategy [IP], Professional C++ [IP], Operating Systems [IP]
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 wireframe 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.

Proximitify | **Web Application** • JavaScript/HTML/CSS   [github.com/ruthvik947/Proximitify]
- 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 Evenful 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   [github.com/ruthvik947/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.

Leadership & Involvement

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

Awards & Honors

Deans List	**USC**	Fall 2014, Spring 2015
Finalist	**BCIC/Intel Innovation Contest '13**	Jan 2014