

Ruthvik Peddawandla

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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, Principles of Software Development, Computer Architecture, Algorithms
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

- Android developer in a small team that uses scrum and agile development methods at a young health-tech startup.
- Collaborated 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.
- Contributed 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.



Undergraduate Teaching Assistant | **University of Southern California** Los Angeles, CA Aug 2015 - Present

- Undergraduate teaching assistant for the Introduction to Programming class in C++ at USC.
- Hold weekly office hours to discuss the course material with students and help them progress on programming assignments and projects.
- Responsibilities include conducting weekly programming lab sessions along with other teaching assistants and evaluating programming assignments/programming exams.

Personal 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 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

- 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

- 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