

SAI MADURI

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EDUCATION

Rutgers University • New Brunswick, NJ
Computer Science B.S.

September 2020 – May 2024
GPA: 3.9/4.0

HIGHLIGHTED COURSEWORK

- **Computer Science:** Data Structures, Computer Architecture, Software Methodology, Design & Analysis of Computer Algorithms, Systems Programming, Principles of Programming Languages
- **Mathematics:** Discrete Math I, Discrete Math II, Linear Algebra, Multivariable Calculus

SKILLS

- Programming languages: Java, Python, Web (HTML/CSS/JavaScript/Typescript), C++, OCaml, Prolog
- Software: G Suite, Git, Android Studio, Unity, Firebase, React, Locust

WORK EXPERIENCE

Twitch – San Francisco, CA
Incoming Software Engineering Intern

June 2022 – August 2022

Bloomberg LP – New York, NY
Software Engineering Intern

May 2021 – August 2021

- Developed user-friendly product to load test any Bloomberg service, eliminating the need to write, package, and deploy any code
- Delivered performance metrics for 100+ services over time across 6 internal engineering organizations to identify inefficient code, improve system scalability, and minimize the risk of service downtime by 15%
- Coordinated communications to promote the product and publicize new load testing standards by presenting across the department, bringing in 75+ active monthly users across 12 departments
- Designed and implemented lightweight python micro-service to quickly retrieve IRD calculations for the Bloomberg Terminal's Yield and Spread Analysis screen, reducing user loading time by 12%

Bloomberg LP – Princeton, NJ
Software Engineering Intern

June 2020 – September 2020

- Managed team of 3 interns in creating a Python library to facilitate faster automation building for data center ticketing pipelines
- Assisted users with a simplified, consistent programming interface to interact with internal and external ticketing systems, allowing engineers to write automation scripts 67% faster
- Incorporated Scrum methodology to communicate updates with leadership and discuss inter-dependencies across the team
- Participated in employee engagement activities including team-building events, community service, and learning and development

Leverton – New York, NY
Software Development Intern

June 2019 – August 2019

- Designed a tool using decision tree regressors to predict Leverton's algorithms' reviewing time of corporate and legal documents
- Implemented hyperparameter optimization and ensemble learning to increase the accuracy of the model up to 91.3%
- Assembled a web application to provide online clients with a price estimate for reviewing documents using said model
- Presented the project to the engineering team for future integration to the Leverton Platform

PROJECTS

ChanceMe – Python, HTML/CSS/JavaScript, NodeJS

- Web application that predicts a student's chances of admission to a university's undergraduate program based on academic achievements with 73% accuracy using machine learning models

TiltPong – Java, HTML/CSS/JavaScript, NodeJS

- Developed an android application to play a multiplayer game of Pong in which phones act as controllers
- Transmitted accelerometer and gyroscope sensor data from the phone to a web browser hosting the game to control the paddles

RendezVous – Java, Firebase, Google APIs

- Built an android application that takes the location of two phones and suggests neutral meeting points (restaurants, parks, etc.) between the two users using the Google Places and Google Maps APIs

EXTRA CURRICULAR ACTIVITIES

South Brunswick Robotics
President

April 2019 – June 2021

- Competed in VEX Robotics, placing 11th worldwide in robot skills and 13th in the division at the international stage
- Coordinated meetings and supervised the engineering process, robot design, and documentation of six teams throughout the year
- Actively sought sponsors and executed fundraisers, raising \$7000+ annually to cover costs of electronics, metal, and competitions
- Organized events to educate and promote interest in STEM for children of ages 6 to 14 throughout New Jersey
- Spearheaded member tryout and training process by creating a brand new curriculum covering aspects of mechanical engineering, programming, and the design process