

Sai Maduri

Actively seeking internship opportunities to solve challenging, complex business problems or research using software and computer science.



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EDUCATION

Rutgers University—New Brunswick [Rutgers]

B.S. in Computer Science – GPA: 4.00/4.00

Sept 2020 - Dec 2023

Linear Algebra; Data Structures; Computer Architecture; Discrete Structures I & II

South Brunswick High School [SBHS]

High School Diploma – GPA: 3.94UW/4.27W | SAT: 1500

Sept 2016 - June 2020

AP Computer Science A; AP Mobile Application Development; Data Structures; Virtual Reality and Game Design, Independent Study: Artificial Intelligence; AP Calculus BC; AP Statistics; Multivariable Calculus and Linear Algebra

PROFESSIONAL EXPERIENCE

Software Engineering Intern — Bloomberg LP

Jun 2020 - Aug 2020 — (*Python, Git*)

Developed a Python library to interact with internal and external ticketing systems. The library provides users with a simplified, consistent programming interface across all systems to streamline and facilitate faster automation building. Used various APIs, databases, and services to retrieve and update information, performed significant testing, and created documentation to prepare the package for deployment.

Software Engineering/Data Science Intern — Leverton

Jun 2019 - Sept 2019 — (*Python, Docker*)

Designed a tool utilizing decision tree regressors & ensemble learning to predict the reviewing time of various documents supported by the Leverton Platform. Developed a machine learning model to predict total reviewer time values based on a multitude of different features from previous client transactions.

PROJECTS

ChanceMe — (*Python, HTML/CSS/JavaScript*)

Developed a web application that utilizes machine learning to make predictions on whether a student will be accepted to a certain university (UMich, UIUC, UMD, Cornell, or Georgia Tech).

TiltPong — (*Java, JavaScript, NodeJS*)

Created an android application that converts a mobile device into a “Wii Remote” to play certain games in a web browser. The app retrieves sensor data from the phone and transmits it across a server to a web browser hosting a game of Pong (multiplayer/singleplayer).

SKILLS

Programming Languages

Java (Desktop, Android)

Web (HTML, CSS, JS)

Python

JavaScript (Node, Firebase)

Software & Skills

G Suite

Git/Github

Android Studio

Firebase

Docker

Additional Skills

Adaptability

Communication

Teamwork

AWARDS/CERTIFICATIONS

Certification in **Machine Learning**
from **Stanford University**

Rutgers School of Arts and Sciences
Honors Program

Best UI/Aesthetic Appeal at HackSB

High Honor Roll (2016–2019)

National Honor Society (2018–2019)

Math Honor Society (2018–2019)

AP Scholar

LEADERSHIP

President of SBHS Robotics

Sept 2018 - June 2020

Assisted and supervised engineering process, robot design, and documentation of six VEX Robotics Competition teams.

Developed a new member tryout and training process by creating a brand new curriculum covering multiple aspects of mechanical engineering, programming, the design process, and more.

Actively sought out sponsors and organized fundraisers to raise money to cover costs of electronics, metal, competitions, and transportation.