

ABHINAV REDDY SAMA

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OBJECTIVE

Aspiring Software Engineer with practical experience in full-stack development, machine learning, and backend systems. Passionate about building scalable, user-centric applications and leveraging AI tools to solve real-world problems.

EDUCATION

The Pennsylvania State University

Bachelor of Science in Computer Science, GPA: 3.17 (Expected May 2025)

State College, PA

Jan 2022 – May 2025

SKILLS

Languages: Java, Python, C++, JavaScript, SQL, TypeScript, HTML/CSS

Frameworks/Tools: React, Flask, Node.js, Unity, Git, VS Code, NetBeans

Libraries: PyTorch, Scikit-learn, Pandas, NumPy, BeautifulSoup, Matplotlib

Databases/Cloud: Supabase, PostgreSQL, Vercel, OMDb API

PROJECTS

Netflix Movie Recommendation System

Next.js, TypeScript, Supabase, Vercel (June 2025)

- Built a full-stack web application to generate personalized movie recommendations from Netflix CSV history.
- Implemented collaborative filtering using genre, cast, director, and duration similarity.
- Fetched and enriched metadata for 1000+ titles using OMDb API with rate-limit-aware batching.
- Integrated Supabase for authentication and PostgreSQL storage; deployed the frontend using Vercel.

ML Model for Football Outcome Prediction

PyTorch, Scikit-learn (Dec 2024)

- Scraped English Premier League match data and preprocessed it for neural network training.
- Built and evaluated classification model using cross-validation, ROC-AUC, and other performance metrics.

Course Scheduler Application

Java, MySQL (Mar 2023 – Apr 2023)

- Developed a desktop-based scheduling tool to add, drop, and organize student course plans.
- Implemented relational database design to track student enrollments and semester status.

Spellbound - 2D Educational Game

Unity, C#, Adobe Animate (Jun 2022 – Mar 2023)

- Led a 5-member team to create an educational platformer game aimed at improving learning outcomes.
- Designed levels, animated UI, and handled gameplay logic; coordinated version control using Git.
- Released game on Spellbound Studios.

COURSEWORK

AI/ML: Machine Learning, Neural Networks, Programming Models for Big Data

Systems: Operating Systems, Software Design, Systems Programming, OOP with Web Apps

Theory: Data Structures, Algorithms, Programming Languages, Discrete Math

Math/Stats: Probability, Statistics, Calculus I-III, Matrices, Vector Calculus

Other: Technical Writing, Effective Speech