

# Sangita Kunapuli

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## Education History

### University of California, Santa Barbara

2024 - 2025

Computer Science, Masters of Science

Four Eyes Lab, Applications Focus, Research focused on AR/VR, AI, and Computer Vision

2020 - 2024

Computer Science, Bachelors of Science - Honors Program

Relevant Coursework: Data Structures & Algorithms, Object Oriented Programming in C++, Advanced Applications of Programming in Java (Full-Stack Legacy Code), Introduction to Computer Vision, Machine Learning, Natural Language Processing, Human Computer Interaction, Mobile App Development

## Professional Experience

Sep 2023 - Present

### Computer Science Teaching Assistant, UC Santa Barbara

- Lead discussion sections for software engineering legacy project course of 96 students and manage coursework and projects for 16 student teams and the professor
- Resolve student debugging questions, grade coding assignments, and conduct code reviews of new features

Sep 2023 - Present

### Research Scientist, Bionic Vision Lab

- Collaborate on the rapid advancement of assistive technologies for visually impaired individuals to address the lack of robust datasets tailored for blind navigation
- Design a smart cane to help blind and low vision individuals with navigation tasks using computer vision, AI, and state of the art algorithms

Jun 2023 - Sep 2023

### Software Engineering Intern, Dropbox

- Implement File Requests feature improvements with Python & React/Typescript by allowing users to upload files directly to folders via email attachments, enhancing cross platform accessibility
- Improve collaboration workflow for enterprise teams, facilitating flexibility in how files are submitted and shared

Jun 2022 - Aug 2022

### Software Engineering Intern, Happy Cows, UC Santa Barbara

- Develop RESTful API improvements for backend of full-stack React web application simulating limitations on environmental resources used by 150 UCSB Chemistry students
- Integrate pull requests and issues across 3 repositories into one central application using Github, maintaining 100% code coverage of the codebase

## Projects

### Spatially AwARe

React Native, ARKit, Xcode

Design and create mobile application using augmented reality and Google APIs to aid navigation and improve the user's spatial awareness of their surroundings with a gamified interface and tagging landmarks functionality

### Investigating ChatGPT as a Code Repair Tool

C++, Python

Formulate dataset of Leetcode problems with syntactical and logical errors, investigate how different prompts for ChatGPT affect the tool's ability to identify and fix bugs in C++ code

### ML Classification for Wildlife Research (Where's the Bear)

Python, Tensorflow, PostgreSQL

Implement end-to-end computing pipeline deployed at Sedgwick Reserve to filter empty camera trap images, saving ~3 hrs of transmission time per camera in a month and reducing manual sifting time for scientists by 68%

## Programming Languages

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

## Frameworks & Tools

React, React Native, Flutter, Github, Tensorflow, Figma

## Awards

Dean's Honors in Engineering, NCWIT Aspirations in Computing Certificate of Distinction