SANJITH DEVINENI

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Highly motivated individual with a passion for technology, recently graduated from the **University of California**, **San Diego (UCSD)** with a major in **Computer Science** and a minor in **Finance**. Actively seeking career opportunities to work on exciting and challenging projects in the areas of **Artificial Intelligence** (AI), **Machine Learning** (ML) and **Software Engineering/Development** to leverage my skills and experience in various programming languages. I am a self-starter and a quick learner with attention to detail, with good analytical and problem-solving skills and a keen desire to work in a fast-paced environment.

EXPERIENCE

- Data Science, AI, ML Engineering Intern ChakraTech, San Diego, CA (Jun 2024 Aug 2024)
 - ChakraTech is a startup in the biotech and climate-tech industries.
 - As part of the Computing team researched various AI/ML services such as LangChain and Amazon SageMaker.
 - o Contributed to the cloud infrastructure development and created an API for 'Devices' to be used on the front end.
- 4 Years of programming experience in Java and Python, with knowledge and programming experience in C/C++.
- Experience with machine learning techniques, data analysis and manipulation in Python and Jupyter Notebooks.
- Participant, Basta/Google Software Engineering Program

[03/04/25] - [05/16/25]

Selected from a highly competitive applicant pool to engage in 10 weeks of pair programming and mentorship
with a Google Software Engineer to strengthen foundational coding skills, enhance problem-solving abilities,
and prepare for technical interviews.

CERTIFICATIONS

- AWS Certified Cloud Practitioner Amazon Web Services (AWS)
- Supervised Machine Learning: Regression and Classification DeepLearning.AI, Stanford University

PROJECTS SUMMARY

- **Recommender System:** make predictions related to video game reviews from Steam. Python class-based project to develop a recommender system using ML techniques and a dataset of Steams reviews. and achieve accuracy above a certain threshold including a leaderboard of 600 students, in which I placed in the top 26%.
- The Effects of Gender, Event, and Bodyweight on Powerlifting Attempts: a data science group project that studied whether gender or weight class influences the weight being lifted by an athlete in powerlifting using ML.
- **Huffman Coding:** Developed and implemented a compression and decompression program using Huffman coding in C++.
- **Graphs:** C++ implementation of a class(object) using Object Oriented Programming that represents undirected graphs with functions to create and manipulate the graphs.
- Game of Life: C implementation of the famous Conway's Game of Life.

EDUCATION

- MS University of Florida, Major: Computer Science Class of 2027
- BS University of California San Diego, Major: Computer Science, Minor: Finance Class of 2025 (GPA: 3.77)

TECHNICAL SKILLS

- Programming Languages: Java, Python, C, C++, SQL
- Frameworks & Tools: Visual Studio Code, Jupyter Notebooks, Pandas, Git
- Web Technologies: JavaScript, HTML, CSS
- Al Services: LangChain
- Data Structures & Algorithms, Theory of Computation, Computer Security, AI: Probabilistic Models