

Sanketh Kodimala

Education

University of Minnesota, Minneapolis, MN

Sept 2021 - Present

- Bachelor of Science in Computer Science
 - GPA: 3.73/4.00

Work Experience

Elevance Health, Indianapolis, IN

June 2022 - Aug 2023

Software Engineer Intern

- Developed a generative AI chatbot trained on insurance data aimed to reduce insurance disenrollment rates
- Developed and trained a machine learning model to automate categorization of user issue comments
- Created an automated report using Amazon Quicksight and Amazon Aurora to deliver comprehensive data insights from microsites to the business team

South Washington County, Woodbury, MN

June 2019 - August 2021

Assistant Tennis Coach

- Collaborated with other coaches to plan and execute age-appropriate tennis drills and exercises (ages ranged from 5-16 years old)
- Communicated with parents and guardians to keep them informed about their child's performance and development
- Demonstrated and reinforced proper tennis techniques, while also ensuring the safety of participants at all times

Projects

Tic Tac Toe

- Developed a fully functional Tic Tac Toe game using python
- Employed error handling and input validation techniques to enhance the game's robustness and user experience
- Engineered an accessible AI opponent, which selects its moves randomly from the available open spots, providing an entry-level challenge for players.
- Designed a more sophisticated AI opponent with advanced decision-making capabilities. This bot employs strategic algorithms to assess the game state, making decisions in the following order of priority:
 - Identifying potential winning moves to secure victory
 - Analyzing potential losing moves to prevent the opponent from winning
 - If there are no winning or losing opportunities, then it selects a random open spot

Generative AI Chatbot

- Designed and fine-tuned a generative AI model capable of understanding and generating football-related content, such as match predictions, player comparisons, and historical trivia.
- Created an intuitive and user-friendly GUI using Streamlit, allowing users to interact with the chatbot effortlessly.

Volunteering

English Learnign Center

Sept 2022 - Dec 2022

ESL 4 Instructor

- Utilized multimedia resources, interactive activities, and modern teaching techniques to engage students actively and enhance language acquisition.

Woodwinds Hospital

Nov 2018 - June 2021

Radiology Volunteer

- Contributed over 200 hours to provide essential support for patients undergoing radiology scans, ensuring their comfort and well-being throughout the process.

Contact

Phone

612-235-4500

E-mail

skodimala707@gmail.com

Linkedin

linkedin.com/in/sankethkodimala

Github

https://github.com/sankethkodimala

Address

3457 Commonwealth Ave
Woodbury, MN 55125

Skills

Python

Java

C

C++

Git

OCAML

Amazon Quicksight

Langchain

HTML/CSS

JavaScript

R

Microsoft Office

Node.js

Relevant Coursework

Advanced Programming Concepts

Intro to Data Structures and

Algorithms

Intro to Operating Systems

Discrete Mathematics

Linear Algebra

Software Engineering I

Program Design and Development

Machine Architecture and

Organization

Algorithms and Data Structures

Languages

English

Telugu