Sruthika Baviriseaty

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Education

Bachelor of Science - BS, Biomedical Engineering Aug 2018 – May 2022 | Gainesville
University of Florida

- Member of the University Research Scholars, an invitation-only program aimed at exposing students to many opportunities in which they can improve upon their skills as undergraduate researchers.
- Relevant Coursework (**enrolled*): **Applications of Discrete Structures*, Biomedical Engineering Fundamentals, **Biomedical Instrumentation*, **Biomedical Instrumentation Laboratory, *Biomedical Materials*, **Biosignals and Systems*, Cellular and Systems Physiology, **Computer Applications for BME*, Computer Programming for Engineers, Elements of Electrical Engineering, & Programming Fundamentals II.

Professional Experience

DiabetesVR Team Member Sep 2020 – present | Gainesville
Dream Team Engineering

- Collaborated with a team of six students to design and prototype a virtual reality game centered around facilitating education about diabetes management for newly-diagnosed children at Shands Hospital at UF.
- Implemented software such as Unity to effectively create various menus to enhance player navigation between mini games after receiving guidance from faculty sponsors at the hospital.

Undergraduate Research Assistant Sep 2020 – present | Gainesville
Smart Medical Informatics Learning and Evaluation (SMILE) Lab

- Facilitated the design and development of a project using deep learning to examine a neurological correlation between traumatic brain injury (TBI) and the onset of Alzheimer's Disease (AD).
- Performed data analysis on National Alzheimer's Coordinating Center's Imaging and Biomarker Dataset to assess project's feasibility and determine relevant statistical methods using Python and MATLAB.

Peer Mentor/Teaching Assistant for Computer Programming for Engineers (MATLAB) Jan 2020 – Aug 2020 | Gainesville
University of Florida

- Facilitated learning of fundamental programming concepts like flow control, patterns-based computation, and image thresholding during the discussion section each week.
- Helped over 50 students find, formulate, and solve engineering problems by applying principles of science and mathematics all while employing MATLAB syntax.
- Constructed an environment that encourages continuous analysis and synthesis in the engineering design process – not only curating code that works but writing the program that works most efficiently.

Projects

COVID-19 CHAT
Submission Entry to PennApps XXI

- AI chatbox application using both linear and non-linear dialogue to iterate through a series of intents and actions.
- Compiles inputs to assess COVID-19 related needs and direct users to resources that best fit their conditions.
- Built with Google Dialogflow and integrated with Kommunicate.io to enhance usability and functionality.
- Embedded into a React App, connected to Google Cloud, and published through Heroku.

UFSOrt
Built for University of Florida Science Olympiad (UFSO)

- Algorithm that automates volunteer shift assignments based on time availability and event preferences.
- Current time modalities include being available for either of two shifts or both.
- Current event modalities include ranking top five events for assignment.
- Built with Google Apps Script linked with Google Sheets and Google Forms.

Skills

Programming
Java, C++, MATLAB, C#, Python, Javascript

Technologies
Unity, GitHub, Visual Studio, IntelliJ, Jupyter Notebooks, Anaconda

Interpersonal
Communication, Teamwork, Public Speaking