

sisir@umich.edu
248-797-4175
github.com/sisirpotluri

Sisir Potluri

sisirpotluri.github.io

C, C++, Python
HTML+CSS, JavaScript
ReactNative, Django
Git, GitHub, Heroku

Education

University of Michigan - Ann Arbor (Expected Graduation: May 2022) **Ann Arbor, MI**

Major and Degree: Computer Science, B.S. | GPA: 4.0/4.0 | September 2019 - April 2022

Key Coursework: EECS 280 | Programming and Intro Data Structures (Completed), EECS 203 | Discrete Math (Fall 2020), EECS 281 | Data Structures and Algorithms (Jan 2021 - April 2021)

Experience

UMich Program of Intergroup Relations, Researcher **October 2019 - June 2020**

- Examined ALA171 learning outcomes by analyzing how students discuss goals, social identities, and key experiences through online portfolios, and assessed data reliability in virtual group calls
- Proposed and negotiated codes with a research team to interpret over 150 student portfolios

Projects

4Leaf iOS + Android Application: ReactNative **June 2020 - Present**

- Developing a responsive and clean social networking application for a startup, Skywide Logic
- Spearheading the implementation of an enriching login and sign-up system that integrates the Facebook login, allowing users to register a 4Leaf account or connect an external account
- Building remote collaboration skills by coordinating tasks with a group of 3 other programmers

CODOBI (Personal CS Startup) Website: HTML, Python, Django **July 2020 - Present**

- Leading a development team to design a full-stack website for CODOBI, in which users will be able to create accounts, join over 15 skill communities, and conduct web searches for projects
- Mastering web development skills such as UI design, web architecture, and database management

Google Job Search: C++ (github.com/sisirpotluri/Job-Search) | 512 Lines **June 2020**

- Implemented a classifier algorithm with a CSV file of over 1180 unique Google job postings
- Programmed to recommend jobs based on 3 input variables: category, location, and qualifications
- Showcased exceptional persistence and programming technique when revising the classifier algorithm with alternative data structures such as maps to achieve a training speed of 1.72 seconds

'Mythic Cards' Card Game: C++ (github.com/sisirpotluri/CardGame) | 1884 Lines **May 2020**

- Assembled an object-oriented card game in 6 hours with classes for cards, attacks, and players
- Engineered a polymorphic bot-player class that can make decisions in 0.3 seconds by considering varying card priorities and game scenarios, simulating a realistic gameplay experience

Personal Website: HTML, CSS, JavaScript **December 2019 - June 2020**

- Enhanced a preliminary Colorlib template to construct a responsive portfolio website with advanced HTML and JavaScript elements, deployed through GitHub pages at sisirpotluri.github.io

Leadership

William J. Branstrom Freshman Prize **March 2020**

- Recognized for earning a spot in the top 5 percent of the LSA Freshman Class of 2019 - 2020

National Merit Finalist **2019**

- Pursued rigorous academics in High School and demonstrated a strong commitment to leadership

Presidential Volunteer Service Award (2) **2017 & 2018**

- Served over 300 hours assisting hospital visitors, managing school events, and leading volunteers