

Sisir Potluri

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Education

University of Michigan

Ann Arbor, MI

- B.S. in Computer Science and Business | GPA: 4.0/4.0 | Expected Graduation: May 2023
- Relevant Coursework: Data Structures and Algorithms (A+), Foundations of Computer Science (A+), Web Systems & Intro to Computer Organization (Elected For Fall 2021)

Experience

MathWorks Inc.

Natick, MA

Software Engineering Intern

May 2021 - August 2021

- Engineered an automated and system-scale test infrastructure in JavaScript in a Scrum/Agile workflow for a C/C++ file dynamic analysis tool and achieved 80% source code coverage
- Architected a machine learning program to predict code failures for a company-wide build-and-qualification platform with the MATLAB classification toolkit, reduced FNR by 71%
- Showcased exceptional creativity and precision while drafting and implementing code and stellar verbal skills while explaining software and collaborating with team leads during product reviews

University of Michigan Future of Programming Lab

Ann Arbor, MI

Academic Researcher

August 2020 - April 2021

- Worked in a team of 3 student researchers in a rotational paired programming setup to write and debug additional features for Hazel, a coding environment that enables hole-driven development
- Originated syntactic rules for conditionals using OCaml and connected with the browser-based UI

Projects

Codobi Website (Prototype: [codobi-7eb99.web.app](#))

June 2021 - Present

- Initiated Codobi, a social networking interface for showcasing coding projects, and leading a team of global developers to construct its full-stack web architecture using JavaScript, React, and Redux
- Crafting a front-end based on strategic UX design principles and connecting it with Google Firebase's database management to produce a swift, thoroughly-tested, and secure platform
- Conducting meetings and "mobs" to blueprint and implement features in an Agile-based workflow

Library Catalog (GitHub: [github.com/sisirpotluri/book-catalog](#))

May 2021

- Integrated abstract data types with optimized algorithms to implement a cross-functional library catalog for the command line in C++ that efficiently sorts and searches over 10,000 books
- Leveraged GoodReads data and machine learning to train a predictor model that synchronizes with user activity in 0.02 seconds and recommends books using hashmaps and priority queues

Mythic Cards Game (GitHub: [github.com/sisirpotluri/CardGame](#))

May 2020

- Assembled and tested a C++ card game that features an automatic polymorphic bot-player class which simulates realistic gameplay and makes artificial decisions in under 0.3 seconds

Skills

Technologies

- Languages: C, C++, Java, Python, JavaScript, Node.js, OCaml, Python, MATLAB, R, HTML
- Tools: React, Firebase, QUnit, FuncUnit, Git, Perforce, Django, Polyspace, ReactNative, Heroku
- Platforms: VSCode, Xcode, Linux, Unix, MacOS, iOS, Windows, Chrome Dev Tools, Webflow

Specializations

- Object-Oriented Software Systems, Web Applications, Dynamic Programming and Algorithms