Saikrishna **Reddy**

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Work Experience

Treez   *Oakland, CA*

FULL-STACK SOFTWARE ENGINEERING INTERN   *July 2019 - Sept. 2019*

- Developed and tested REST API's using TypeScript, PostgreSQL, AWS Redshift, Node.js, and Postman.
- Improved and eliminated bottlenecks for order management API's with a performance increase of 200 percent.
- Wrote unit and integration tests for back-end services using Mocha and Karma.
- Collaborated with a 20+ person Agile team and delivered the products on time.

Giros Design   *San Ramon, CA*

FRONT-END SOFTWARE INTERN   *June 2017 - Aug. 2017*

- Worked on a website design for the manufacturing company using HTML, JavaScript, and AngularJS.
- Developed and tested order management APIs using Node.js.

Projects

Blood Alcohol Concentration (BAC) Calculator

INFORMATION RETRIEVAL   *June 2020 - July 2020*

- Developed a website that utilizes HTML,JavaScript, and CSS to find the BAC of a person.
- Contains features that can change unit of measurements according to region, displays time to reach sobriety, and gives information regarding alcohol consumed per volume and by weight.

Twitter Crawler

INFORMATION RETRIEVAL   *Apr. 2020 - May 2020*

- Developed a Twitter Crawler (Python) that retrieves tweets around Southern California based on the query and outputs the relevant information such as username, tweet, and location.
- Furthermore, it gave "scores" to tweets to display more relevant tweets first that is related to the user's search query by implementing a BM25 algorithm.
- Worked on a architecture role ensuring proper designs, explanations, and descriptions of the engineering done.

8 Puzzle

ARTIFICIAL INTELLIGENCE   *Apr. 2020 - May 2020*

- The 8 puzzle is played on a 3-by-3 grid with 8 square blocks labeled 1 through 8 and a blank square. The goal is to rearrange the blocks so that they are in order.
- Developed a search algorithm using A* search (C++) that solves the 8 puzzle.
- The 8 puzzle was solved implementing the following algorithms: Uniform Cost Search, A* with the Misplaced Tile heuristic, and A* with the Euclidean Distance heuristic.

Research

Brain Games @ UC Riverside, School of Medicine

RESEARCH ASSISTANT   *Sept. 2018 - Dec. 2018*

- Analyzed and predicted cognitive data from participants while they played games and performed other cognitive tasks.
- Ensured data was properly compiled and presentable without any flaws.

Marketing/Distribution Management @ UC Riverside, School of Business

RESEARCH ASSISTANT   *Sept. 2018 - Dec. 2018*

- Conducted experiments on participants regarding marketing trends and analytics.
- Derived and analyzed market data from participants and compiled it into reports via Latex and .

Skills

Languages: C/C++, Python, HTML/CSS, SQL/PLSQL, JavaScript/TypeScript
Technologies: DITA, Node.js, React.js, PostgreSQL, Mocha, Karma, Postman, AWS Redshift, Git
Certifications: C/C++, Python, SQL, React.js (currently pursuing: SAP Hana, Power BI, Tableau)

Education

University of California, Riverside   *Riverside, CA*

B.S. IN COMPUTER SCIENCE WITH BUSINESS APPLICATIONS   *Graduated July 2020*

- **Relevant Coursework**: Object-Oriented Programming, Discrete Structures, Data Structures/Algorithms, Operating Systems, Computer Architecture, Machine Learning, Unix Administration, Information Retrieval, Software Engineering, Introduction to AI
- **Organizations**: Phi Kappa Psi Fraternity, UCR Internal Affairs Committee, IEEE