Sriram Seelamneni

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Highly skilled developer proficient in Python, C++ with a proven record of solving complex problems & providing innovative solutions. Demonstrated expertise in leveraging programming skills & technical acumen to drive organizational success. Committed to continuous learning & professional growth to stay at forefront of field & contribute to cutting-edge projects

Education

Michigan State University, College of Engineering   **GPA: 3.79**

Bachelor of Science, Computer Science   Jan 2021- Dec 2024

Computational Mathematics, Science, Engineering (CMSE)

Skills

- Programming Languages: Python, C++, C
- Object-Oriented Programming (OOP), Testing, UML, API Integration
- Data Analysis & Visualization: Pandas, NumPy, Plotly, SQL, Matplotlib
- Machine Learning: scikit-learn, TensorFlow
- Game/App Development in C++, C#, Unity engine
- Web: Web Scraping, HTML, CSS, Tailwind, Django

Projects

BrainWaive App Development   *Python, Django, HTML, CSS, Tailwind, Javascript*

- Created a comprehensive education web app integrated with OpenAI using Django framework
- Empowered personalized learning with a multitude of components such as custom quizzes, flashcards, career resources tailored to students' educational requirements
- Won best Emerging Technology award in a 600-member competition

Automated Scraping and Data Reorganization Software   *Python, selenium, beautifulsoup4, PyZotero, streamlit*

- Devised a software to automate process of merging and reformatting data from multiple sources to create an efficient & up-to-date department database. executed user-friendly GUI using Streamlit for data visualization and interaction
- Streamlined navigation process from old database format to a new, efficient format provides improved and relevant information for each member of department

Bug Squash game development   *C++, C, CMake, XML, UML, wxWidgets*

- Built an interactive, multi-level game with unique features and engaging graphical UI
- Implemented wide range of C++ classes in game library and unit-testing, ensuring a robust and extensible architecture
- Recognized as winner in a contest for showcasing exceptional design and gameplay

Work Experience

Info-Tech Assistant Intern – CMSE Department   2023 – present

- Streamlined tech inventory management, ensuring tracking, organization & maintenance of hardware & software resources
- Revamped department websites, implementing timely updates to enhance user experience and ensure relevancy
- Developed and deployed software programs optimizing data management across departmental sources, creating a user-friendly GUI and automation program, improving efficiency and accuracy

Undergraduate Learning Assistant – Physics & Astronomy Department   2022 – present

- Engage actively with students, providing guidance, answering questions, and delivering one-on-one support to enhance their understanding and excel in subject matter
- Collaborate with faculty to contribute to development of inclusive and enriching teaching resources, fostering a supportive learning environment for all students
- Exemplified strong mentoring and leadership abilities by guiding and empowering students.

General Food Assistant – RHS Culinary Services   2021 – 2022

- Excelled in delivering exceptional customer service by effectively assisting and communicating with supervisors and fellow student team members. Maintained food stations with precision, ensuring optimal stocking, organization, and presentation.
- Leveraged discipline, hard work, and efficient time management techniques developed in this role to achieve significant effectiveness and productivity in various aspects of life.

**To view more projects and related details, please visit portfolio site.