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SRIKAR AYYALASOMAYAJULA

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EDUCATION

UNIVERSITY OF MICHIGAN ANN ARBOR, MI

Major: Computer Science (B.S.E.)
Graduation: Exp. Dec 2021
Coursework: Data Structures,
Algorithms, Discrete Math,
Machine Learning, Web Systems,
Computer Organization

SKILLS/INTERESTS

Language Skills:

English	Fluent
Hindi	Fluent
Telucu	Fluent

Programming Skills:

C/C++	Advanced
Python	Advanced
JavaScript	Advanced
Android	Intermediate
Java	Intermediate
C#	Intermediate
HTML/CSS	Intermediate
SQL	Beginner

Software/Libraries:

ReactJS, Selenium, Beautiful Soup, Python NLTK, Unity Game Engine, Blender Animation, Git, AWS Amplify, AWS S3, MongoDB, Mozilla DeepSpeech

Interests:

Table Tennis, Cycling, Music Production, Video Editing, and trying out exotic cuisines

INDUSTRY EXPERIENCE

SOFTWARE ENGINEERING INTERN • STEIGNET • JUN 2020 - AUG 2020

- Brought Quicksilver email classification model to over 90% accuracy by improving scenario-keyword association (Python, Excel)
- Used webscraping tools to pull, parse, and consolidate online data and help conduct market research (Selenium, Beautiful Soup)

SOFTWARE ENGINEER • UNIFLOW (STARTUP) • MAR 2020 - PRESENT

 Optimized student involvement on college campuses by creating a fully dynamic and interactive club management tool (ReactJS, Python, MongoDB)

SOFTWARE INTERN • SRI INTERNATIONAL • MAY 2019 - AUG 2019

- Implemented features such as closed caption and metadata support to the company's audiovisual test sequence generator (C++)
- Increased device's compatibility by 50% by adding support for multiple video cards (C, C++)
- Automated budget analysis by creating a parts cost calculation tool for hardware teams, reducing needed budgeting time by 90% (VBA)

PROJECTS

NLP METRIC TOOL FOR ALZHEIMER'S DETECTION • JUL 2020

Designed a program that transcribes patient interviews and uses
 NLP to automatically calculate metrics for Alzheimer's detection such as Brunet's Index and Honore's Statistic (Python, DeepSpeech, NLTK)

"COLOR HOP" UNITY GAME • FEB 2020

• Created a 2D platformer game to learn about graphical vector physics and implementing captivating game mechanics (Unity, C#)

PERSONAL WEBSITE: <u>HTTPS://SRIKAR7A.GITHUB.IO/WEBSITE/</u>

OTHER EXPERIENCE

CS INSTRUCTOR • JUNI LEARNING • AUG 2020 - PRESENT

 Taught students our Python curriculum up to the algorithms level so that they can build a strong programming foundation

TECHNICAL CONSULTANT • U-M IT SERVICES • NOV 2018 - PRESENT

 Diagnosed and fixed hardware, software, and network issues experienced by my university's faculty and staff to provide a smoother computing experience