Srihari Srivatsa

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Education

University of Massachusetts Amherst | B.S. Computer Science May 2025
Georgia Institute of Technology | M.S. Information Security (Part-time, Online) Expected Graduation: December 2027
Coursework: Advanced Algorithms, Software Engineering, Web Programming, Computer Graphics, Operating Systems, Data Applications and Management, Mobile and Ubiquitous Computing, Network and Information Security

Skills

Coding Languages: MATLAB, C, Typescript, Python, Java, C++, SQL, x86 Assembly
Frameworks and Libraries: Pandas, Matplotlib, Angular, React, Flask, Node.js, FastAPI, Springboot
Developer Tools: AWS Suite, Atlassian Suite, MongoDB, Linux, Windows, Kubernetes, Helm, ArgoCD, Docker

Work Experience

DevOps Engineering Internship, **Veracode**, *Burlington, MA* June 2025 - December 2025

- Developed a GitLab-integrated internal portal using React, Backstage.io, Kubernetes (EKS), Docker (ECS), AWS S3 Storage, and Helm enabling centralized project and documentation discovery, and automated service creation
- Configured, customized and managed RenovateBot, an open-source dependency manager, to automate updating and managing numerous different and customized dependencies in company GitLab repositories
- Leveraged Amazon Bedrock to sort RenovateBot dependency upgrade merge requests by risk levels and automatically open Jira tickets with adequate priority status and detailed MR descriptions
- Utilized PowerShell and Python scripting to automate CLI workflow, CI/CD pipelines, data extraction, and dependency management
- Standardized and automated new service configuration using Veracode's custom stack, reducing onboarding time for new services by 90%

Artificial Intelligence Engineering Intern, **RealityAI Labs**, *Remote* May 2024 - August 2024

- Engineered an LLM based quiz generation tool using Python, LangChain, GeminiAI, Google Cloud Platform, and VertexAI, enabling educators to automatically generate quizzes from structured/unstructured files
- Leveraged prompt engineering and retrieval-augmented generation (RAG) to extract contextually relevant data from embedded documents to create randomized quiz questions

Projects

Hand-motion controlled UAV Drone (Academic Project) November 2024 - December 2024

- Developed a hand-motion-controlled UAV Drone using an esp32-s3 microcontroller, an mpu6050 IMU, MATLAB, Python, C, CMake, and Scikit-Learn
- Collected 600+ consistent samples of hand-movement data to accurately train the Machine Learning Model
- Fine-tuned the ML model using 5-fold cross validation, achieving an 89% prediction accuracy of hand motions

Audio Signal Processing & Noise Reduction (Academic Project) May 2025

- Preprocessed raw audio recordings in MATLAB to create clean, structured datasets for future ML experiments
- Applied filtering, normalization, and segmentation techniques to reduce noise and standardize signals
- Used FFT and spectrogram analysis to extract frequency-based features and visualize signal behavior
- Automated repeatable analysis workflows with scripts for loading, processing, plotting, and validation

400 Card Game (Personal Project) November 2024 - December 2024

- Utilized React, Typescript, Node, Jest, AWS RDS, and MySQL to build a 4-player card game called 400
- Integrated websockets for real-time connection between the players and the game state
- Designed a MySQL schema for efficient data management of the game state and player states
- Implemented automated testing with pre-programmed player interactions to simulate a real game flow

Awards and Activities

- Eagle Scout, Dean's List Honors, Seal of Biliteracy in Spanish, Semi-Professional Carnatic Violinist