

Sudeepthi Rebbalapalli

+1 (930)-333-5486 | sudeepthi59o@gmail.com | linkedin.com/in/rsudeepthi | sudeepthi59o.github.io

PROFESSIONAL SUMMARY

Graduate student in Computer Science with 2+ years of experience in software development and systems engineering. Skilled in building robust applications, streamlining processes, and writing high-quality code.

EXPERIENCE

Associate Consultant, Senior Analyst

Jun 2021 – Jul 2023

Capgemini Technology Services India Ltd. | Bangalore, India

- Enhanced the Master Data Management (MDM) system for a global fast-food chain by resolving defects, optimizing performance, and implementing feature enhancements using **SQL**, **XSLT**, and **JavaScript**.
- Automated workflows with **shell scripts**, improving data processing speed by 3x and reducing manual effort.
- Resolved 20+ high-impact **cybersecurity** vulnerabilities, improving application security and system resilience.
- Led testing efforts across **unit**, **integration**, **SIT**, and **UAT testing**, ensuring smooth production rollouts.
- Mentored 10+ team members in **Java**, **SQL**, and **JavaScript**, boosting team productivity and onboarding.
- Led technical discussions in scrums and client meetings; collaborated with cross-functional teams to improve project delivery time by 20%.

Big Data Intern

Jan 2021 – May 2021

Capgemini Technology Services India Ltd. | Pune, India

- Optimized data storage and processing for 1TB+ dataset using **Hadoop**, **Spark**, and **Sqoop**, reducing runtimes by up to 50%.
- Built scalable data pipelines for an Indian food delivery firm using **Java**, **Talend ETL**, **Hive**, and **Bash**, enabling efficient ingestion and transformation of large datasets.

EDUCATION

Master of Science in Computer Science

Aug 2023 – May 2025

Indiana University Bloomington | Bloomington, Indiana | GPA: 3.82

Bachelor of Technology in Computer Science Engineering

Jul 2017 – Jun 2021

Vellore Institute of Technology | Vellore, India | GPA: 9.07/10.0

PROJECTS

Automated Acquire Game | Python, Pytest, JSON, Game Trees

- Developed an autonomous agent to play the Acquire game by simulating game moves using game-tree search, object-oriented programming, and custom strategy evaluation algorithms, optimizing decision-making.
- Created a reusable testing suite with JSON-based validations and Pytest for high coverage and reliability.

Android Applications | Kotlin, Google Firebase, Android Studio

- Built multiple Android apps, including a calculator, a Firebase-authenticated notes app, and a post-creation tool with image uploads to Firebase/GitHub to enhance user engagement and functionality.
- Designed interactive UIs with animations and touch features, such as a pizza ordering tool and a box drawing app.

Network Protocol Implementation | C

- Implemented HTTP client/server, SMTP agent, and custom transport protocols (RUDP, Stop-and-Wait, Go-Back-N) in C, gaining hands-on experience with socket programming, data transmission, and error control.

ADDITIONAL SKILLS

Languages: C, C++, HTML, CSS, Swift, Scala, R

Tools: Tableau, AWS, GCP, Git, Docker, JIRA, Confluence, Jupyter Notebook, Linux, React, Xcode, Android Studio

ADDITIONAL WORK EXPERIENCE

Part-Time Proctor, Front Desk Operations

Apr 2024 – Present

Accessible Educational Services, Indiana University | Bloomington, Indiana

- Oversee exam delivery with a focus on academic integrity and accessibility compliance.
- Manage scheduling, communication, and front-desk operations to support student needs and staff coordination.