Sudeepthi Rebbalapalli

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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

Capqemini 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.
- $\bullet \ \ {\rm Resolved} \ \ 20+ \ {\rm high\mbox{-}impact} \ \ {\bf cybersecurity} \ \ {\rm vulnerabilities}, \ improving \ application \ {\rm security} \ \ {\rm and} \ \ {\rm system} \ \ {\rm resilience}.$
- 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

Cappemini 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, 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.