

SUMIN REDDY

7220 McCallum Blvd, Apt #1606 Phase-2 Ashwood park Apts, Dallas, TX,75252
Phone: +1(469)-929-4574 | suminreddy8@gmail.com | [linkedin.com/in/suminreddy](https://www.linkedin.com/in/suminreddy)
GitHub: github.com/suminreddy

Education

The University of Texas at Dallas, TX, USA
Master of science, Computer Science

GPA:3.11/4

National Institute of Engineering, Mysore, India
Bachelor of Engineering, Computer Science May 2017

GPA:3.26/10

Skills:

- **Programming Languages:** Python, Java, C, C++, R.
- **Web Development:** HTML, PHP, CSS, XML, JavaScript, Ajax, JQuery, React.js.
- **Java Technologies:** SVN, Log4j, EJB 3.2, SOAP, WSDL, REST, GIT.
- **Tools & IDE:** Adobe PhotoShop, Android Studio, Rstudio, Eclipse, ATOM, Sublime.
- **Database Skills:** SQL, PL/SQL, MySQL, PostgreSQL.
- **Version Control:** Git
- **Operating System:** Windows, Unix, Linux, Mac OS.
- **MS-Office Packages:** Word, Excel, Power Point

Projects:

- Spooky author identification(Aug 2017-Dec 2017) – kaggle: In this project, we used Natural Language Processing basics such as Tokenization, stop word removal, Stemming, and lemmatization to correctly identify the text belonging to an author
- Game development for phantom limb pain(Aug 2017-Dec 2017):I have developed an interactive and fun game with the help of Kinect and 'UNITY' to be used as a therapeutic mechanism for amputees who might be suffering from a missing limb pain known as the phantom limb pain it features a symmetrical and challenging game environment for the patient
- Music Genre Classification(Nov 2016 - April 2017): I have used machine learning to automatically classify a song to its genre automatically jazz, rock, pop, etc I have used a statistical pattern recognition classifier to be trained and evaluated from a data set so that it finds similar tunes by approximate pattern matching I have also used Mel-frequency cepstral coefficients to encode the power spectrum of sound
- Accounting Software(Aug 2015- March 2016): This is an open source user-friendly accounting software which consists of basic modules like Inventory/stock, Billing, sale and purchase orders etc .It works across all devices and platforms and it has a very simple and abstract design
- Auto Parts Database System(Aug 2017-Dec 2017):Developed and designed a detailed auto parts database management system as part of the course work
- Personal Portfolio(September 2018): Developed a Personal Portfolio using react.js ,Bootstrap, javascript, html and css as front end, back end was developed using php and MySQL.
- Auto-Parts Database(Aug 2017 – Dec 2017): I have developed a rudimentary Database system based on MySQL for an auto parts store to show data in different views. It supports all commands to modify data, it is also normalized to eliminate redundancy.
- Tic-Tac-Toe(Jan 2016-May16):Developed a game of 'TIC-TAC-TOE' as part of the coursework using OpenGL library.

Relevant Courses taken:

Analysis and design of algorithms, Big data Analysis, Database systems, Machine learning, Web programming cryptography, Operating systems, Multimedia systems,