Udita Gowdety

Computer Science Major — Artist + Researcher + Creative Developer

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Education

- **B.Tech in Computer Science: Artificial Intelligence and Machine Learning** **(2022 - 2026)**
  Manipal Institute of Technology (Cumulative GPA: 8.62/10)

- **Certifications**: UI/UX Specialisation (CalArts + Coursera) — Graphic Design Specialisation (CalArts + Coursera)

Skills

- **CS + Design:** C, C++, Java, SQL, Python, TensorFlow, HTML, CSS, JavaScript, Matplotlib, Pandas, Processing, MERN, Figma, Adobe Creative Suite

- **Academic:** Creative Coding, Competitive Programming, Art + Tech + Science + Design, Intersectionality

- **Soft Skills:** Critical + Visual Thinking, Adaptability, Team-Building, Proactivity, Leadership, Attention to Detail

Experience

- **Research Assistant**, Process Control Lab, Manipal Institute of Technology **(01/2024 – present)**
  Developed a Multiple Neural Reinforcement Learning (MNNRL) network for batch reactor process controls.

- **UX + AI Researcher**, AIxDesign **(03/2024 – present)**
  Curated and edited research materials that contributed to three major publications on the Slow AI + Feminist UX of AI Projects, enhancing project visibility while maintaining accurate content representation across diverse audiences within the academic community.

- **Research Curator + Communications Contributor**, RADAR **(08/2024 – present)**
  Curated research on AI for Good initiatives, contributing to community outreach that increased engagement by 25% through targeted communication strategies.

- **Virtual Art Gallery Coordinator**, Art in Adversity **(09/2020)**
  Coordinated an international virtual art gallery, showcasing over 100 artworks, achieving 2000+ views, supporting 50+ artists during the COVID-19 lockdown.

Projects

- **Kannada Character Recognition Tool** **(09/2024 – 11/2024)**
  Developed a model using Computer Vision and Machine Learning to recognize and identify over 100 characters of the Kannada alphabet with an accuracy of 85%.
  Created a user-friendly frontend, facilitating accessibility for non-technical users.

- **Source Trend Analysis – Data Analysis Project** **(09/2024 – 11/2024)**
  Analyzed large datasets from movie databases and Reddit using PySpark, uncovering correlations between 50+ movie releases and public discussions, enhancing insights for stakeholders.

- **Mastermind Solver** **(04/2024 – 06/2024)**
  Built an AI player that solved the classic game "Mastermind," achieving a solution accuracy of 95% within the optimal move count through a genetic algorithm.

- **JavaPoly** **(09/2023 – 11/2023)**
  Developed a fully functional Monopoly game using JavaFX, incorporating interactive UI/UX design principles that enhanced user engagement.

Leadership

- **Subhead of Writing**, Manipal The Talk Network (MTTN) **(10/2022 – 07/2024)**
  Produced and published 20+ articles, increasing platform readership by 35%.

- **Head of Content + Graphics**, Kalakriya **(07/2023 – 11/2023)**
  Led the creation of content marketing materials and social media initiatives.

- **Chapter Head**, Student Art Spaces Hyderabad **(07/2020 – 06/2022)**
  Managed the Hyderabad chapter, showcasing 50+ teen artists and organizing community events that increased local artist visibility during COVID-19.