Thumma Ushasree

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ACADEMIC DETAILS				
Degree	Specialization	Institute	Year	CPI/%
B.Tech.	Computer Science and Engineering	IIT Gandhinagar	2022-Present	8.33
Class XII	Physics, Chemistry, Maths	Narayana Junior College	2021-2022	98.7
Class X	- 0	JNV Rangareddy	2019-2020	96.2

PROJECTS

• Two Cars Game implementation on Basys3

[Feb '24 - April '24]

(Prof. Joycee Mekie, IIT Gandhinagar) | Project Link

- **Gameplay Engineering:** Developed "Two Cars" game mechanics on the Basys3 board using Verilog, ensuring real-time car movement, precise collision detection, smooth controls, and accurate score tracking seamlessly.
- o Created a custom VGA controller for efficient graphics rendering on a monitor, achieving smooth and clear visuals.

Two Cars Game implementation on Nexys4

[June '24 - Present]

(Prof. Joycee Mekie, IIT Gandhinagar) | Project Link

- o Integrated start and end screens with intricate sprite graphics, achieving original game visuals for "Two Cars".
- Enhanced visual fidelity with high-quality, animated sprite graphics for cars, obstacles, and various objects.
- Designed innovative features for increased user engagement and utilized Verilog for seamless VGA output.

• Strategic Games

[Aug '23 - Nov '23]

(Prof. Balagopal Komarath, IIT Gandhinagar) | Project Link

- **Technical Proficiency:** Demonstrated strong skills in algorithm optimization using BFS and DFS, significantly enhancing game functionality and performance across Sim, Connect, Rubik's Cube solver, and Upitup projects.
- **User-Centric Design:** Formulated engaging game applications with a focus on command-line interface programming and user interaction, ensuring immersive gameplay and optimal performance.

• Personal Portfolio Website

[May '24 - July '24]

Project Link | Live Link

- Constructed and launched a fully responsive personal portfolio website using HTML, CSS, and JavaScript, featuring a modern design, an intuitive navigation experience, and interactive elements that enhance user engagement.
- Incorporated a range of interactive features, including a dynamic navigation menu and tabbed content sections for skills, experience, and education, enhancing the site's usability, accessibility, and visual appeal.

Child-Monitoring Smart Bicycle App

[Aug '23 - Sep '23]

(Prof. Nithin George, IIT Gandhinagar)

- Crafted an Android app utilizing GPS, accelerometer, and gyroscope sensors to provide real-time, monitoring of cycling dynamics, including over-speeding, fall detection, boundary breaches, and enhanced safety alerts.
- Established alert systems for boundary and speed violations, integrating on-device alarms with a framework that updates a secondary phone with location data and alerts for quick emergency response and intervention.

Adaptation and Analysis of SEQIR Model for COVID-19

[Aug '23 - Oct '23]

(Prof. Akshaa Vatwani, IIT Gandhinagar)

- Adapted the SEQIR model for COVID-19 by incorporating new parameters and conducting extensive simulations to evaluate its effectiveness, optimizing model accuracy and robustness in predicting epidemic trends.
- Performed sensitivity analysis and explored various model adaptations to derive actionable insights, significantly enhancing public health strategies, policy development, and response effectiveness to evolving epidemic scenarios.

TECHNICAL SKILLS

- Programming Languages: Python, Verilog, C, HTML, CSS, JavaScript
- Tools: Vivado, Github, Matlab, Simulink, Autodesk Inventor
- Libraries: Numpy, Matplotlib, Pandas, sklearn, Seaborn, Scipy, Tensorflow, PyTorch

ACHIEVEMENTS

- Awarded Best Project for "Two Cars" Game Implementation on Basys3, surpassing 13 competitors.
- Achieved 1st position in the Volleyball Association of Gandhinagar District Championship 2023-24.
- Selected in the **Dean's list** of Semester-1 for exhibiting exemplary academic performance.

EXTRA-CURRICULAR ACTIVITIES

- Volleyball player
 - o Competed for IIT Gandhinagar at the Inter-IIT Sports Meet 2023, hosted by IIT Bombay.
 - Contributed significantly to team performance and represented IIT Gandhinagar in intercollegiate tournaments.
- Badminton Enthusiast
 - o Actively engage in badminton, demonstrating commitment to physical fitness and strategic play.