# SAI PHANI TEJA.V

**(732) 402-7588 saiphaniteja@umass.edu www.github.com/vallabhaneniteja www.linkedin.com/in/saiphaniteja**

## EDUCATION

**University of Massachusetts, Amherst** **Feb 2021 – May 2022**

- Currently pursuing ***Master's in Computer Science*** **(GPA: 4.0)**
- **Coursework:** Theory and Practice of Software Engineering, Machine Learning, Intelligent Visual Computing

**Indian Institute of Information Technology, Kancheepuram** **July 2016 – July 2020**

- *Bachelor in Technology, Computer Engineering* (GPA: 9.0)
- **Coursework:** Design and Analysis of Algorithms, Programming and Data Structures, Database Systems, Operating Systems, Advanced Algorithms, Big Data, Digital Image Processing

## SKILLS

- **Programming:** C, C++, Python, Java, SQL, TensorFlow, PyTorch, Spark
- **Web:** HTML, CSS, JavaScript, Django, Bootstrap
- **Technologies:** MySQL, SQLite, Unity, Eclipse, Git, GitHub, Apache Airflow, Google Cloud Platform

## WORK EXPERIENCE

**Data Science Intern | Walmart Global Tech** **June 2021 - Aug 2021**

- Worked with the Walmart Conversational Commerce Team, helping improve Walmart Conversation AI
- Built **Automated Data Pipelines** using Apache Airflow, an orchestrator, to increase the throughput of the project
- Integrated the Chatbot and **Visual Inference Model,** enabled users to provide contextual information with pictures

**Data Science Intern | Datafoundry.ai** **May 2019 - May 2020**

- Developed a model using **TensorFlow** and **Python**, capable of predicting adverse reactions caused by a new drug
- Prototyped the model using Convolutional neural networks which achieved an accuracy of **90%**

## PROJECTS

- **Tachyon |** *Unity3D, Vuforia*
- Modelled an Android Application used to increase efficiency of hospital registration and navigation techniques
- Programmed an **Unity** application which used Augmented Reality (AR) for navigation with the help of QR codes
- Used Tesseract Library for the purpose of Optical Character Recognition (OCR)
- **T-Rex Runner |** *Python, Pygame*
- Developed **Python** Version of the T-Rex runner game (no internet chrome game) using sprite images
- Incorporated a leader board which shows the top standings for the game and stores them
- Facilitated parallelization of the game with the help of multi-threading for each of the different rendered sprites
- **Network Web App |** *Django, HTML, CSS, JavaScript*
- Created a Responsive **Single Page network web application** where people can post, comment, like and follow people
- Implemented a Profile page where people can see who they follow and who follows them
- **Obstacle Avoiding Model Car |** *Arduino*
- Built a Model Car using **Arduino** and **Ultrasonic** Distance **Sensor** HC – SR04
- Arduino controlled the motors connected to the wheels of the model car and made decisions through sensor input

## AWARDS

- **ACM ICPC:** Qualified for Asian Regional Round
- **First Place, Code Wars:** Coding Competition conducted in IIIT Kancheepuram as part of its Technical Fest
- **First Place, Code Inverse:** Coding Competition conducted in SSN college as part of its Technical Fest

## PUBLICATIONS

- *A.S.Mantripragada, S.P.Teja, R.R.Katasani, P.Joshi, V.Masilamani, and R.Ramesh, "Prediction of adverse drug reactions using drug convolutional neural networks, "Journal of Bioinformatics and Computational Biology, 2020*