Vineel Panyala

vp.panyala@gmail.com | 952-232-7248 | linkedin.com/in/vineel-panyala | vineel-panyala.github.io

EDUCATION

Georgia Institute of Technology

Atlanta, Georgia

B.SC in Business | Concentration in Information Technology Management

Organizations: Honors Program Expected Graduation: December 2026

Honors: National Merit Finalist (<1% Acceptance), Holasek-Griffiths Scholar in Business (<1% Acceptance)

University of Minnesota - Twin Cities

Minneapolis, Minnesota

Grade Point Average: 4.00/4.00

PSEO Coursework: Intro to Algorithms and Data Structures, Principles of Microeconomics, Fund. of Computers

CERTIFICATIONS

Duke University AI Product Management Specialization

August 2024 - Present

AI Product Manager Specialization | Duke University

- Gaining expertise in Machine Learning Fundamentals: model evaluation, data science, & ethics
- Employ AI/ML system roadmap design for Pandas & Scikit-Learn model of energy output by power plant

IBM Back-End Developer Professional Certificate

July 2024 - Present

Back-End Developer Professional Certificate | IBM

- Accumulated Experience in Data Manipulation (Pandas & NumPy) and Web Scraping (Beautiful Soup)
- Utilized & Developed Python to build AI applications utilizing Flask; Other Skills: Linux, GitHub, SQL
- Set to build AI Emotion Detector web application that analyzes customer feedback deciphering emotions

EXPERIENCE

Scheller College of Business – Georgia Tech

August 2024 - Present

Machine Learning Research Assistant | Atlanta, Georgia

- Developing Twitter recommendation system clone: SimCluster, TwHIN, HeavyRanker implementations
- Using PyTorch & TensorFlow for candidate generation & heuristic filtering for defined algorithms

C.H. Robinson February 2024

Data Engineer Shadow | Eden Prairie, Minnesota

- Assisted data management operations, gaining hands-on experience with SQL & Snowflake data operations
- Leveraged automation in cloud data migration for streamlined performance & data exploration

Code Ninjas August 2023 – February 2024

Computer Science & Game Development Tutor | Chanhassen, Minnesota

- Instructed 100+ students core coding concepts by guiding them in building 50+ game-like software projects
- Led 15+ tutor team, ensuring fulfilled customer's needs; Languages: C#, JavaScript, Block-Coding

PROJECTS

NewTunes | Python, Pandas, Scikit-Learn, PyTorch

July 2024 – Present

- Developed machine learning model system for predicting popularity of songs based on audio metadata
- Merged and cleaned multiple large datasets creating applicable dataset product with 16+ audio features
- Leveraged preprocessing techniques (Min-Max Scaling, etc.) to standardize input data for training metrics
- Improved accuracy rate by 11%+ through feature engineering and optimal hyperparameter tuning
- Trained PyTorch neural network models achieving 3.6% Mean Sq. Error (total loss) as analysis result

Wordle Clone & Easy Wordle | Python, Data Structures & Algorithms

October 2023

- As part of UMN CS 1913, created clone of NYT Wordle Game with color-coded feedback for user guesses with word-filter system alongside easy version that provides possible solutions based on previous rounds
- Engineered robust system that handles guesses, updates clues, and core game mechanics for gameplay

Smith Coffee & Café Mobile Application | Swift, Figma

January 2023 – June 2023

- Built Swift iOS Storyboard App alongside Figma App design with partner to create mobile ordering app
- Selected as 1/2,800+ students to present app pitch to 100+ companies (Numerous F500 in attendance) at Industry Networking Event; leveraged customer perspective & product functionality for design process

SKILLS & INTERESTS

Skills: Python, Java, SQL, Snowflake, Pandas, NumPy, Scikit-Learn, PyTorch. Swift, Linux, GitHub Copilot, Figma **Tools:** VS Code, Jupyter Notebook, Office 365, Xcode, Eclipse

Interests: Pickleball, Traveling, Music – All Genres, Running, Lego-Building, Volleyball, Reading, Basketball