VIBHU KUNDETI

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EDUCATION

University of Pittsburgh   August 2019 - December 2022

BS Computer Science *GPA: 3.792*
- Concentration in Software Engineering and Machine Learning

Thomas Jefferson High School of Science and Technology   September 2015 - June 2019

Coursework: Algorithm Implementation, Data Structures, Formal Methods In Computer Science, Intro to Machine Learning, Linear Algebra, Probability Statistics, Discrete Structures

Achievements: Pitt Success Grant Recipient, Panther Pride Award, Dean's List, Grid Creator Hack

EXPERIENCE

MicroStrategy   Tysons, VA

Software Engineer Intern   May 2021 - August 2021
- Generated common workflows for clients to execute on Postman using Micro Strategy REST API
- Built JavaScript tests within Postman to provide detailed feedback about errors and exceptions a client/developer could encounter during workflow execution

UPITT School of Computing and Information Research Lab   Pittsburgh, PA

Researcher   January 2021 - May 2021
- Worked on improving advertisement interpretation using Deep Learning/Computer Vision techniques (specifically through optical flow predictions)
- Generated pixel level representations of flow for Pitt's Image Ad dataset using a ConvNet and visualized these representations with vectors
- Began integrating flow predictions with existing model to improve action recognition and image interpretation

TJHSST Computer Systems Research Lab   Alexandria, VA

Researcher   August 2018 - May 2019
- Implemented a python based SIFT algorithm for image matching to determine the location of a subset of an image relative to the whole image
- Processed images and generated features using the OpenCV library.
- Created an instruction set to translate digital solution of puzzle to instructions for the robotic arm (uArm Pro)
- Full paper linked here: Link

LEADERSHIP

National Air and Space Museum - Steven F. Udvar Hazy Center   Chantilly, VA

Volunteer   June 2018 - August 2019
- Lead the Geology exhibit, where I would present the exhibit to 50-300 visitors daily Responsible for training new volunteers working the exhibit and managing artifacts/interactive sections.
- Organized student volunteers during large monthly events (solar eclipse, military flyover) by managing exhibitions as they became understaffed or overstaffed
- Definitely recommend visiting for any Space aficionado!

SKILLS/INTERESTS

Highly Skilled:	Java, Python
Proficient:	C, JavaScript, Swift, HTML, CSS MIPS, SQL
Libraries/Tools:	OpenCV, jQuery, Ajax, Core Data, Git, REST API
Interests:	Chess, Painting, Traveling, Board Games

PROJECTS

House Hack *Languages: Python, React, Node.js, Angular.js, Solidity*   March 2018
- Allows direct and secure sale of properties between individuals, without the need of a third party; used Solidity in order to write smart contracts, which are stored on a blockchain.
- Utilized Dwolla API to implement safe and secure transactions of USD between buyer and seller
- Built GUI components with Angular.js, in which users can navigate/pull info from the blockchain and buy/sell houses.

CashIn *Languages: Python, HTML, CSS*   October 2017
- Web app allowing for user's to capture an image of a receipt of any purchase and distribute items to other friends on our platform.
- Trained OCR on a set of roughly 2000 receipts pulled from Google Images to detect patterns with identifying corresponding item names and prices.