

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 - Current

- 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

IOS Drawing App *Languages: Swift*

July-August 2020

- Built iOS app that allows users to use web images and emojis to draw pictures and take notes. Files are stored in either user preferences or stored in user's iCloud, so files can be accessed from different devices.
- Used Core Data to implement a database in order to store different "themes" that a user can customize for drawing.

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.