VIBHU KUNDETI

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EDUCATION

Bachelor of Computer Science, University of Pittsburgh   Aug 2019 - Dec 2022
GPA: 3.6, Graduated Magna Cum Laude

Relevant Coursework: Compiler Design, Database Systems, Operating Systems, Data Structures, Algorithm Implementation, Machine Learning, Game Design, Linear Algebra, Probability Statistics

EXPERIENCE

Software Development Engineer Intern   Jan 2022 - Jul 2022
Amazon   *Remote*

- Led design of a heuristic model to improve title recommendations for new customers (5+ million) on the Freevee streaming service, resulting in a 3% increase in new customer engagement
- Created data pipeline jobs to create/maintain a heuristic model that ranked AVOD content for new customers using **Python, Spark**, and **AWS**
- Refactored infrastructure in **Java** Web Service, to simplify testing multiple models online in parallel

Software Engineer Intern   May 2021 - Aug 2021
MicroStrategy   *Tysons Corner, VA*

- Collaborated with UX team to create a dynamic developer website that supported internal and external contributors using the **11ty** static site generator
- Created common **REST API** workflows using **JavaScript**, so customers could learn, test, and use the API on the dev site or an external **Postman** client

Undergrad Researcher   Jan 2021 - May 2021
Pitt School of Computing and Information Lab   *Pittsburgh, PA*

- Researched the impact of optical flow hallucination (motion prediction models) on improving image and video interpretation
- Generated pixel-level representations of motion for images in Pitt's Image Ads dataset using **PyTorch**

PROJECTS

Suburban Rumble Developed a fighter/text-journey game where users are challenged by agitated enemies and must calm them down or are challenged to fight. Implemented a chat bot supported by a semantic analyzer to score player responses during the conversation phase of the game using **Rust** and the **Bevy** game engine.

Robotic Arm vs. Jigsaw Puzzle. Used **Python's OpenCV** library to instruct a robotic arm to solve jigsaw puzzles using an overhead camera. Generated a per piece features set using image contours, corner detection, flat edge detection. Created an interface to simplify moving the arm. [(Full Paper Here)](#)

Real Estate on a Blockchain Generated smart contracts with **Solidity** to exchange deeds and used **Node.js** to launch our decentralized app on the **Ethereum** blockchain. Developed interactive front end using **React** and **Angular.js**.

SKILLS

Languages	Java, Python, Rust, C, R, SQL, JavaScript, MATLAB
Frameworks and Tools	Spark, Postgres, Flask, Node.js, Git, React, AWS (EC2, Airflow, Glue, Lambda, S3)
Soft Skills	Communication, Ownership, Teamwork, Flexibility