VASISHTA MALISETTY

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EDUCATION

Northeastern University, Boston, MA — May 2026 (Expected)
Bachelor of Science, Computer Engineering — **GPA**: 3.96
Relevant Coursework: Fundamentals of Networks, Computing Fundamentals for Engineers, Embedded Design, Fundamentals of Digital Design and Computer Organization, Circuits & Signals, Discrete Structures

SKILLS

Programming	Python, C++, MATLAB, Java, C, JavaScript, Parallel Programming
Software/Tools	Linux, Git, HTML/CSS, SOLIDWORKS, AutoCAD, KiCAD
Frameworks/Packages	CUDA, React, numpy, matplotlib, pandas, PyTorch Geometric
Hardware	Arduino, DE1-SoC FPGA

ENGINEERING EXPERIENCE

Generate Product Development — Aug. 2023—Present
Hardware Engineer — Boston, MA

- Collaborate with an interdisciplinary team of 11 students in developing SEBIK, an automated table top injection molder that provides a solution to medical supply shortages nationwide

Rite Aid — June 2023—Aug. 2023
Data Security Intern — Hopkinton, MA

- Conducted 1119 Atomic Red Team tests using the Invoke-Atomic framework, generating threat intelligence reports on telemetry received from CrowdStrike Falcon
- Uploaded 532 unidentified IoCs to the Anomali ThreatStream Database by parsing threat intelligence reports on multiple Ransomware groups, successfully preventing a security breach

Enabling Engineering — Sept. 2022—May 2023
Design Team Member — Boston, MA

- Secured project mentorship by creating and presenting UI design for American Sign Language Translator app using Figma
- Created an accessible drum set for a disabled client by developing C++ code and designing CAD files using Arduino IDE and SOLIDWORKS

PROJECTS

Full Stack Finance Tracker (Personal) — June 2023—Aug. 2023

- Developed a Finance Tracker using React.js, Node.js, MongoDB, and Express to track income, expenses, and investments
- Reduced expenses by 40% after using the Finance Tracker to document personal finances

Arduino Sonar System — Sept. 2023—Dec. 2022

- Created a sonar UI utilizing MATLAB and Arduino Uno, achieving 100% accuracy in displaying object positioning to users
- Prototyped an interactive museum exhibit using SOLIDWORKS, earning a 17% higher presentation score than the class average at Northeastern's First-Year Engineering Expo