Vrishank Paladugu

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Education

University of Wisconsin – Madison | May 2025

B.S. in Computer Science
B.S. in Data Science
Current GPA: 3.93

'21 & '22 Dean's List

Relevant Classes:
- *Introduction to Computer Engineering*
- *Object – Oriented programming 1-3*
- *Intermediate Computer Systems*
- *Discrete Math*
- *Intermediate Data Science*

Skills

Programming Languages
Java, Python, Php, SQL, HTML, CSS, Bootstrap, Lua, C, R

Tools Proficiency:
Excel, Word, PowerPoint, Git, Vim, R Studio

Languages
English, Telugu, Latin

Activities

Clubs: Finance, Web Dev, Cybersecurity *2021 - Present*

Designed and programmed a website *2021*

Completed multiple programming courses on Codeacademy *2022*

Online chat bot *2022*

Experience

Team Member - University of Wisconsin – Madison
August 2021 – January 2022
- Work as a group to prepare and serve food to customers.
- Receive feedback from customers and implement solutions to problems to increase efficiency and customer satisfaction.

Competitions

Black Data Processing Association (BDPA) – High School Coding Competition (HSCC)
February 2017 – August 2018
- Developed web applications using **PHP programming language** and **MySQL databases**.
- Competed in group hackathons at multiple BDPA national conferences in Cincinnati and New Orleans: Competitions consisted of designing, programming, and presenting a specific working web applications that followed a set of specific instruction within 7 hours. This had to be accomplished without the use of internet or notes.
- Mentored 2 other students after completing one year of the program.

MadHacks Hackathon
March 2023
- Competed in the 2023 MadHacks hackathon
- Designed a Quantitative Trading Algorithm to predict future stock prices based on past decade of prices using **Machine Learning** via the **Tenserflow** framework
- Cooperated with team members using **Git**

Awards

1st Place - BDPA HSCC | *August 2018*
- Scored 1st place nationally in the high school coding competition, winning a $2,500 scholarship.

7th Place – National FTC Challenge | March 2018
- Helped design and assemble the robot that went on to compete nationally in the FTC challenge

CS50 Certificate in Game Design | *2020*
- Utilized the **Love2d framework** and the **Lua programming language**.
- Created and improved many online games such as Pong and Breakout.

Summa Cum Laude | *2017 – 2021*

AP Scholar with Distinction | *2021- 2021*