YASH VENKATESH BITLA

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Objective: Software Engineer full-time roles starting January 2024

EDUCATION

University of Southern California, Los Angeles, CA

Jan 2022-Dec 2023

Master of Science in Computer Science

CGPA: 3.55/4

Courses: Artificial Intelligence, Analysis of Algorithm, Web Technologies, Information Retrieval

University of Mumbai, Mumbai, India

Aug 2017-May 2021

Bachelor of Engineering in Computer Science

CGPA: 4/4

Courses: Data Structures, Machine Learning, Object Oriented Programming, Database Management

TECHNICAL SKILLS

- Programming Languages Python, Java, C++, HTML, CSS, JavaScript
- Frameworks & Tools PyTorch, TensorFlow, Docker, Kubernetes, Node.js, ReactJS, AngularJS, REST
- Database and Cloud MongoDB, MySQL, Hadoop, Firebase, GCP, AWS, PostgreSQL

WORK EXPERIENCE

SoFi (Galileo Financial Technologies), USA, Software Engineer Intern

May 2023-Aug 2023

- **Enhanced fraud detection** by implementing a program-level, configurable feature in Python and Flask, preventing unauthorized transactions by identifying name mismatches in ACH transactions.
- Developed the name mismatch service in shadow mode, leveraging Kubernetes and RabbitMQ, to process incoming ACH transactions within 1% of the existing processing time.
- Built a data dashboard for collecting valuable insights and analysis using Splunk and DynamoDB.

Integrated Media Systems Center Lab, USC, Graduate Research Assistant

May 2022-May 2023

- Research focused on Object Detection and Counting Challenges in Real World Street Monitoring: Case Study of Homeless Encampments under Dr. Seon Kim. (Selected Publication)
- Adapted the **YOLOv5 model** to detect homeless encampments in an occluded, illuminated etc noisy environments with a **precision of 0.75 and counting error ratio of 0.13**.
- Implemented CSRT, KCF, and MIL trackers using OpenCV to track multiple objects for a non-static camera.

Development Monitors LLC, Arlington, USA, *Machine Learning Engineer*

Jan 2021-Dec 2021

- Trained a Feature Pyramid Network on geospatial satellite imagery, enhancing building roof types (mud, metal, clay) detection accuracy from an **mIoU** of **0.58** to **0.74**.
- Implemented ML-based regularization and polygonization (Link) for visually pleasing building outlines.
- Created shapefiles with roof detection coordinates and **rendered them on web-based mapping software**.
- Engineered an **end-to-end pipeline** covering detection, regularization, shapefile generation, and web-based community map rendering, resulting in a **2x increase in time efficiency**.

Young Women's Christian Association, India, Software Engineer Intern

Jan 2020-Oct 2020

- Identified problems in YWCA's event management and led an android development team that built a mobile application (Link) to improve their operations.
- Integrated **dynamic lists with recycler view** to display different events and created an admin control page.
- Boosted click rates by 133% and increased event registration by 200%.

PROJECTS

Event Finder Application (Link)

Feb 2023-Mar 2023

- Developed a web page using AngularJS, Node.js and Flask that interfaces with the Ticketmaster API to retrieve event information based on user search input.
- Improved event search functionality by integrating Google Maps and IPinfo.io geocoding APIs.
- Incorporated a search radius and real-time user location tracking to provide more relevant results.

Drone Route Planning – ISRO (Smart India Hackathon) (Link)

Jul 2020-Aug 2020

- Designed an algorithm to plan most efficient drone route and schedule, considering multiple constraints like geography, drone battery, fuel stations, and obstacles.
- Performed simulation and animation using ReactJS, HTML, CSS and Google Map API to visualize routes.

LEADERSHIP & AWARDS

• **Founding Team Member of StraysCue**, a Non-Profit Organization for animal welfare that secured a grant of \$2,00,000 in technical credits from Xartup fellowship.