Sree Yashwanth Sai Venkatesh

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EDUCATION

Master of Science, Computer Engineering September 2022 - March 2024
University of California, Riverside (UCR)
Relevant Coursework: GPU Architecture and Programming, Advanced Operating Systems, Database Management Systems, Advanced Software Testing

Bachelor of Engineering, Computer Science and Engineering August 2016 - September 2020
P.E.S College of Engineering, Mandya, India (P.E.S.C.E) (CGPA: 7.87/10)
Relevant Coursework: Data Structures, Design and Analysis of Algorithms, Object Oriented Programming

SKILLS

Languages: C, C++ 20, CUDA C, Python, MySQL, Java, JavaScript, HTML, CSS
Technical Skills: GPU Programming, Automation Testing in Selenium, Data Structures and Algorithms (DSA), C++ Standard template libraries (STL), Object Oriented Programming, Distributed Systems, Hadoop, Software Engineering, CUDA FFTs, GIT, Microsoft Azure, Google Cloud Platform (GCP), Pega systems, C++ Thrust, Linux Systems, Amazon Web Services (AWS), Spring Framework, NoSQL, PostgreSQL
Technical Practices: DevOps, Agile Methodology

WORK EXPERIENCE

Directed Researcher, University of California Riverside, Riverside, CA September 2023 - March 2024
- Researched the efficiencies that can be gained by parallelizing code using GPUs.
- Collaborated with 7 Ph.D. and graduate students, under the direction of the lead professor, to improve the efficiency of the Catch-22 Features.

Associate Software Engineer, Ernst and Young GDS, Bangalore, India October 2020 – June 2021
- Developed a full stack application for a UK-based banking client, using Java and Spring Boot for the backend, and React for the frontend. Implemented RESTful APIs and dynamic, responsive UI components.
- Managed and queried large datasets with MySQL, ensuring data integrity and performance.
- Conducted thorough testing, writing and executing 100+ test cases, identifying and resolving 50+ bugs, reducing post-release issues by 20%.
- Collaborated in an Agile team, delivering project milestones efficiently, and received training in various technologies including Java, HTML, CSS, JavaScript, and DevOps.

Engineering Intern, Ebox Amphisoft Technologies, Mysore, India January 2020 - March 2020
- Worked with a team of 8 to develop a website to digitize the food ordering process for a restaurant using HTML, CSS, and MySQL.
- Delivered working code, specialized in front-end web development.

ENGINEERING PROJECTS

GPU Implementation of Catch-22 Time Series Classification, Department of CS, UCR September 2023 - March 2024
- Part of a research team of 7 PHD & Graduate students, that aim to improve the efficiency of time series classification using GPUs.
- The team optimized matrix profiling for parallel computation using GPUs rather than serial computation.
- Personally translated the Catch-22 features from C into CUDA then integrated them into the PySCAMP framework.
- Deployed and evaluated parallelized PySCAMP on Google Cloud Platform & compared against the live serial version of Catch-22 resulting in 46.65% improvement in speed on small datasets and 67.34% improvement on larger datasets.

Fake News Detection System, Project, Department of Computer Engineering, UCR May 2023 - July 2023
- Developed a deep learning model in Python using LSTM to detect fake news based on the headline.
- Cleaned data, including text, tokenization, and data balancing, to ensure the dataset's quality and diversity.
- Trained using a dataset of 44,897 news articles achieving 96% accuracy.

Web Crawler, Project, Department of Computer Science and Engineering, P.E.S.C. February 2019 - May 2019
- Developed a C++ web crawler App that extracts links from websites and follows them 2 depth levels.
- Utilized the libcurl library for making HTTP requests and the libxml2 library for parsing HTML content.