Parwesh Rallapalli

http://parwesh.com parweshrallapalli@gmail.com (717) 557 4382 kumquatninja

Education

University of Southern California USC Games | Viterbi School of Engineering **Jul 2020 - Aug 2021**
M.S. Computer Science **GPA 3.90**
USC Games | Specialization in Game Development
Viterbi Summer Honors Program (VSOP)
Coursework: Analysis of Algorithms, Game Design Workshop, 3D Graphics and Rendering

Michigan State University College of Engineering **Sep 2015 - Dec 2019**
B.S. Computer Engineering **GPA 3.44**
Capstone Project: Automated Winch System for Autonomous Surface Crafts (2019)
Coursework: Embedded Smart Sensor Systems, Object-Oriented Software Design, Computer Architecture, Operating Systems, Compilers

Publication

Oliver, Jakob Arndt, Parwesh Rallapalli, Hodger Blume (2019). **"Portable Implementations for High-End Hardware Platforms"**,
Big Data Analytics in Cyber-Physical Systems: Machine Learning for the Internet of Things. Elsevier.

Certifications

Deep Learning for Computer Vision **NVIDIA Deep Learning Institute** **Mar 2019**
Machine Learning **Stanford University** **Jun 2017**

Experience

ECE Department, MSU College of Engineering **Mar 2019 - Apr 2019**
Research Assistant
- Designed a deep-learning CNN to classify movie posters by genre with web-scraping and data pre-processing
- Assisted graduate student in development of an LSTM for transcribing sign language from video to text

Institute for Microelectronic Systems, Leibniz Universität Hannover, Germany **May 2018 - Jul 2018**
Research Assistant
- Researched experimental technologies for automatic parallelization and abstraction of portable C/C++ applications for high-performance computing,FPGAs, etc.
- Analyzed and investigated the abstraction, profiling, and portability capabilities of popular frameworks such as OpenMP, OpenCL, CUDA for scientific publication

Harman International (Samsung Electronics) **May 2017 - Sept 2017**
Software Engineering Intern
- Prototyped a machine learning algorithm for anomoly detection in Android system logs
- Developed application using C# with VMMServer to automate hardware configuration, saving overhead time

CSE Department, MSU College of Engineering **Aug 2016 - May 2017**
Learning Assistant & Peer Leader
- Collaborated with professor and other ULAs to plan weekly course activities for CSE 291 course
- Interacted with students extensively to ensure mastery of Python and problem-solving skills especially in underrepresented groups

Skills + Activities + Projects

Skills
Python · C/C++ · HTML/CSS · MATLAB · GameMaker · 3D Math · 2D/3D Animation · Storyboarding · Parallel Computing · Google Cloud · ReactJS · Flask RESTful APIs · AWS · OpenMP · Microservices ·

Activities
Director of CTIN488 Final Project
Team Captain: 4th/36 teams
Google Games MSU 2017
Product Development Engineer
for Drone Startup
MSU Solar Car Team
Mechanical Engineer

Projects
ReactJS Menu Web App
for MSU Dining
Two 2D Action Games for PC
3D C++ Renderer
2D C++ Game Engine
2D C++ Animation Tool
2D/3D Hobby Animations