

Siddartha Devic

Curriculum vitae

OBJECTIVE

"To obtain an internship the summer of 2018."

EDUCATION

- 2017 – 2021 **B.S. Computer Science and Mathematics**
DOUBLE MAJOR, 4.0/4.0
The University of Texas at Dallas
- 2013 – 2017 **International Baccalaureate Diploma**
Westwood High School, Austin, TX

SOFTWARE SKILLS

- ADVANCED C++, Java, Linux, QT, QML, Unity3D, MIPS x86 Assembly
- INTERMEDIATE Tensorflow, Python, \LaTeX , git, C#, JavaScript, vim

RESEARCH EXPERIENCE

AUGUST 2017 – PRESENT

Machine Learning

UTD Student Researcher

Developing a system to approximate computer and maximize neural network margins in high dimensional image solution space. Work with Tensorflow, Python, and various scientific computing libraries in a research environment. An independent investigation mentored by Dr. Nicholas Ruozzi, a machine learning professor at UT Dallas.

JUNE 2017 – AUGUST 2017

Virtual Reality

UTD FIVE Lab

Developed a novel method for physical object selection and representation in virtual reality. Prototyped using Unity3D and the HTC VIVE virtual reality headset. Presented work at the Clark summer research conference.

HONORS AND AWARDS

Intel Innovate FPGA Semi-finalist (Top 20 US)
School of Engineering Dean's List (Top 10%)
Computing Scholars (CS²) Honors Program
Collegium V Multidisciplinary Honors Program
Clark Summer Research Program
Academic Excellence Scholarship (Honors level)

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SELECTED PROJECTS

- 2018 **Improving Traffic Safety and Efficiency Through Deep Learning**
Working with two NVIDIA employees to create an FPGA accelerated object detection system for traffic lights. Implementing the YOLO neural network architecture for live video feeds to improve recognition of bikes and motorcycles at traffic signals. Qualified for the semi-final round of Intel Innovate FPGA, part of the top 20 teams in the Americas region.
- 2018 **Food.ar - Hacktech 2018, Caltech**
An iOS application that takes 3D models of food items at restaurants, and displays them in augmented reality to scale. This allows users to see what the food they're going to order will look like. Front end created using Swift, ARKit, and AWS Lambda, back end used Flask, Azure, Amazon Alexa Skills, and Microsoft Cognitive Services.
- 2017 **MyUTD (Google Play Store)**
An Android application to track public transportation in the form of comet cabs around the UTD campus. Utilizes the QT cross-platform development framework, C++, QML, and JavaScript. Recognized by the application development team at the UTD Office of IT.

STUDENT ACTIVITIES

SEPTEMBER 2017 - PRESENT

Work with Codeburners, the UTD competitive programming team, to host coding competitions and computer science camps for high school students. 2 hours each week.

NOVEMBER 2017 - PRESENT

IEEE Student Society, ACM Student Society. Attend various events, lectures, and volunteer opportunities through IEEE volunteer committee and ACM industry talks.

RELEVANT COURSEWORK

CS 2336 Computer Science II
CS 3340 Computer Architecture Honors
CS 3305 Discrete Mathematics II Honors