

Sriram Seelamneni

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Hello! I'm a full-stack developer actively seeking a full-time/part-time role in software & web development or data science fields.

Education

Michigan State University, College of Engineering

GPA: 3.84

Bachelor of Science, Computer Science

Jan 2021 – April 2024

Computational Mathematics, Science & Engineering (CMSE) minor

Business cognate

Projects

Enhanced Video Assistant (EVA)

ReactJS, FastAPI, SQL, FFMPEG, LLMs, NLP, Python, Azure, Docker

- Developed a production-grade video assistant app, EVA as a part of senior capstone project.
- Integrated machine learning models to automate audio enhancement, multi-layered feedback & condense video to key moments.
- Managed the app deployment on Azure web services with Docker, ensuring scalability and reliability.

Automated Scraping and Data Reorganization Software

Python, SQL, selenium, beautifulsoup4, PyZotero, streamlit

- Devised software to automate merging & reformatting data from multiple sources to create an efficient & up to date database.
- Facilitated transition from an outdated format to a new, optimized structure, enhancing the accessibility and relevance of data.

Bug Squash game development

C++, C, CMake, XML, UML, wxWidgets

- Built an interactive, multi-level game with unique features and engaging graphical UI.
- Implemented wide range of C++ classes in game library and unit-testing, ensuring a robust and extensible architecture.
- Recognized as winner in a contest for showcasing exceptional design and gameplay.

BrainWaive App Development

Python, Django, LLM, HTML, CSS, Tailwind, JavaScript

- Created a comprehensive personalized education web app powered by OpenAI's GPT-3 model.
- Impactful learning with components such as custom quizzes, flashcards, career resources tailored to students' educational needs.

Work Experience

Info-Tech Assistant Intern – CMSE Department

2023 – 2024

- Engineered and deployed software solutions to optimize data management process across departmental platforms.
- Streamlined tech inventory management, ensuring tracking, organization & maintenance of hardware & software resources.
- Revamped department websites with regular updates and content management.

Undergraduate Learning Assistant – Physics & Astronomy Department

2022 – 2024

- Engaged actively with students, provided guidance, and delivered 1-1 support to enhance their understanding in subject matter.
- Collaborated closely with faculty to contribute to develop teaching resources, fostering a supportive learning environment.
- Exemplified strong mentoring and leadership abilities by guiding and empowering students.

Skills

- **Frameworks:** React (JS & Native), Django, FastAPI, wxWidgets, Qt, Azure Services, Docker, FFMPEG
- **Full stack:** Python, C++, HTML, CSS, JavaScript
- **Data-related:** Integrating ML models, SQL, Matplotlib, PyTorch/TensorFlow, scikit-learn
- **AI and Machine Learning:** Gen AI, LLMs, Multimodal, NLP, Computer vision, Model optimizations

Awards and Achievements

- [\\$75,000 scholarship](#), 2021-2024, MSU
- [Best Emerging Technology Award](#), January 2023, Brainwaive
- [Auto-Owners Exposition Award](#), April 2024, EVA