

VISHAL DEVIREDDY

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EDUCATION

University of Washington, Seattle

Graduating B.S. **Dec 2021**, Masters **Dec 2022**

Major: Computer Science with a minor in Linguistics

GPA: 3.97

Courses: Software Design, Systems, OS, Databases, Algorithms, Machine Learning, Computer Vision, NLP

EXPERIENCE

Amazon (AWS)

June 2021 - September 2021

Software Development Intern

Seattle, WA

- Added a real-time manual transcription feature to the AWS Chime meeting API and JavaScript SDK.
- Enabled Chime SDK users to manually correct automatically transcribed captions.

Apple

June 2020 - September 2020

Front-end Development Intern

Cupertino, CA

- Created interactive and engaging animations using JavaScript, CSS, and canvas on apple.com/ipad-air with more than 30 million views worldwide.
- Worked with designers to develop an efficient, accessible, responsive, and localizable web page.
- Built a web accessibility library to enable screen reader support for complex web animations.

T-Mobile US

July 2019 - August 2019

Software Engineering Intern

Bellevue, WA

- Created a search API for support articles with TypeScript and Elasticsearch. Used by call center reps with more than 3 million unique searches per month.
- Deployed the API as a microservice architecture to AWS and gained experience in distributed computing.
- Improved search engine speed and result relevance while reducing AWS hosting costs.

Bloomz

June 2017 - August 2017

Test Automation Intern

Redmond, WA

- Automated testing of Bloomz's web app and Android app using Java with Appium and Selenium.
- Created test plans and conducted unit tests and integration tests, working with the startup's leadership.

PROJECTS

Paint In!: Online collaborative painting game

Online game where players work together to draw a picture with a limited color palette. Built with Azure, Node.js, Express, and socket.io. Won the DubHacks 2020 hackathon among 180 projects. Team project.

EyeQueue: HoloLens app for spatial mnemonics

Augmented reality app that anchors user-submitted images to locations to generate a customizable "mind palace." Built using C#, JavaScript, Mixed Reality Toolkit, Unity, and Firebase. Team project.

Complete list of projects on my website: vishald.com/projects.

TECHNICAL SKILLS

Software Engineering Programming Languages Systems

Full-stack development, API design, machine learning, computer vision
Python, Java, JavaScript, React, Node.js, SQL, HTML/SCSS, C, C++
AWS, Azure, Firebase, UNIX/Linux, Git, Raspberry Pi, Arduino