# Prashanth Reddy Shyamala

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## Education

**University of Toronto** **Sept 2022 – April 2026**
*Honours Bachelor of Science in Computer Science - (**ASIP Co-op**)* *Ontario, Canada*
**Courses** : Software Design (Java), Data Structures and Algorithms, Theory of Computation, Systems Programming, Computer Organisation, Multi-variable Calculus with Proofs
**GPA**: 3.97
**Awards**: UofT International Scholar Award - 100,000 CAD, Dean's List

## Technical Skills

**Languages**: Python, Java, C#, SQL, HTML, CSS, JavaScript, R
**Developer Tools**: Jupyter Notebook, Git, Devops
**Technologies/Frameworks**: Tensorflow, Pandas, NumPy, Matplotlib, Pillow, OpenCV, Flask, Node.js, Express

## Experience

**Stock Trading Bot Developer** | *Python, GUI, Algorithmic Trading, Trader Workstation* May 2023 – July 2023
*TradeBeez Brokers* *Dubai, U.A.E*
- Developed a trading bot using TWS API and managed investments of **150** clients to generate ROI of up to **30%**.
- Designed user-friendly GUI using PyQt5 Implemented trading strategies (moving averages, Bollinger Bands, RSI) for informed decision-making..

**Mesh Maker Software Developer** | *Unity, C#* Jan 2023 – May 2023
*Nia Technologies* *Toronto, Ontario*
- Collaborated on mesh maker software (CAD type) integration into Nia Technologies' proprietary software.
- Designed and implemented user-friendly interface for mesh creation and customization using Unity and C#.

**Computer Vision Intern** | *Python, OpenCV, Pytesseract, MySQL* Jul 2021 – Aug 2021
*Purekernel Systems* *Virtual*
- Developed an OCR app to detect model numbers from machinery and used at worksite to reduce log-time by **20%**
- Utilized pre-processing methods and pytesseract for the OCR AI and connected to backend Database with SQL.

## Projects

**Line Drawing Classifier** | *Python, TensorFlow, HTML/CSS, Javascript* September 2023
- Created a web application for recognizing and classifying line drawings.
- Implemented a Recurrent Neural Network (RNN) using TensorFlow to classify drawings into 100 different classes from the Google Line Drawing dataset.

**GuessWho AI** | *Python, Decision Trees, Pygame* March 2023
- Developed a digital version of the Guess Who game with an AI opponent using Python and ML.
- Implemented decision trees using various algorithms (CART, ID3, Chi-squared, variance) for AI decision-making.

**Social Distance Tracker** | *Python, OpenCV, DepthAI, Nvidia Jetson* Aug 2021 – Dec 2021
- Developed a social distance tracker using computer vision and AI on Nvidia Jetson MCU.
- Experimented with multiple object detection models and monocular depth estimation methods, applying the DepthAI library with Active Stereo Depth Perception on a Luxonis camera.

## Extracurriculars

**UTRA (UofT Robotics Association)** | Algorithm Dev (PacBots Team) Sept 2023 – Present
- Working on the algorithm sub-team to participate in the PacBots Competition hosted by Harvard
- Developing algorithms using graph theory(Eulerian graphs), Path finding algorithms, and Game theory.

**UTMIST (UofT Machine Intelligence Student Team)** | Cloud Developer Sept 2023 – Present
- Contributing to open source projects using various cloud technologies.
- Collaborating with team members on cloud-based solutions and machine learning projects.