

# ABHINAV MAMIDIPAKA

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## OBJECTIVE: Obtain Computer Science Internship or Co-op Starting Summer 2021

### Education

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#### The Pennsylvania State University – University Park, PA

**Major: Bachelor of Science in Computer Science – Dean's List Scholar**

**Class of 2022**

Minors: Technology Based Entrepreneurship and Innovation, Math

Relevant Coursework: Distributed Systems, Systems Engineering, Data Bases, Data Structures and Algorithms, Object Oriented Programming

Technical Skills: Python, Java, HTML, C++, Artificial Intelligence, Salesforce, JIRA, Databases,

Clubs: Triangle Fraternity, PyLO, Blockchain, HackPSUs

### Work Experience

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#### NASA L'SPACE LUCY Mission – Administration Team Lead

**08/2020 – 12/2020**

- Developed, tested rover mission goals such as navigating through the terrain, capturing objects, utilizing color sensors, and producing audio
- Coordinated with Mechanical and Science team for rover design and development with design engineers making sure all interfaces were understood completely to develop a perfect plan to go from Earth to Enceladus
- Engaged in a 12-week hands-on mission with astonishing NASA scientists and engineers

#### Blackberry – Technical Intern

**06/2020 – 08/2020**

- Part of the AtHoc Team, a division of Blackberry which is recognized as the market leader in next-generation emergency communication software for security and safety market
- Enhanced FAQ to provide easy access to information to reduce questions received by about 20%
- Helped improve Support Request and Portal Registration experience for all customers by providing an enhanced UI design (ease of use) and leading questions to provide more details for deeper analysis of the problem
- Creating a way to protecting customer data such that the file is only going to be accessible only to employee's that need to access to the customer's data

#### Arlix Technologies – Full Stack Developer Intern

**10/2017 - 06/2019**

- A mobile/web application created to display all event occurring by each committee of the company, have employees create a personal business card on the app, and push notifications would be sent for any upcoming events or company meetings.

### Leadership Experience

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#### Anthos – Founder/President

**Summer 2017 - Ongoing**

- Anthos, Greek for blossom, is a streetwear brand which strongly expresses the idea of not conforming to society and rising above adversity. Emphasizing the idea of having simple but elegant clothing to represent streetwear enthusiasts, represented by our signature logo the Lotus, showing how a person can blossom, and rises against their problems and keeps going.
- Managed a board consisting of 7 members, 3 investors and had weekly meeting with at least 10 members to develop ways to fundraise money to developing the business. Profits of the business go towards NAMI, the National Alliance on Mental Illness.

#### Programming Club – Founder/President

**Fall 2017 - Spring 2019**

- Empowering males and females under the age of 18 to prepare for careers in Engineering and Technology. Students learned the basics of Java, Python, and HTML in Programming Club.
- Expanded the image of Engineering and Technology professions as a positive force in improving the quality of life and demonstrating the value of diversity and inclusion.

### Projects

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#### Scatter Gather Drive [repo](#)

**Fall 2020**

- Creation and extension of user-space device driver for new Internet service called the Scatter Gather drive in using UNIX and C
- Created a peer-to-peer system where data is placed on filesystem and on a bunch of external hosts
- Sent a series of messages across a network to communicate and receive data in the form of blocks
- Created functions to open/close files, read/write the bytes in file at the current position in filesystem

#### Five Leagues Under Milwaukee [repo](#)

**Fall 2020**

- Constructed a text-based dungeon battler in C language to help teach players about Operating System concepts
- Included an item system, multiple bosses and floors, and multiple-choice style move selection

#### Maze ARAI [repo](#)

**Fall 2020**

- Developed a game that is at the same skill level as the player such that the player doesn't feel unintelligent
- Using machine learning and artificial intelligence the game determines the skill level of the player and learn from their gameplay
- Custom build AR engine that renders the maze among household items, CiscoAPI to speed up rendering and game processing

#### Insta Care [repo](#)

**Spring 2020**

- Developed a multi-platform health care app using Python, React, MongoDB, and HTML
- An artificially intelligent application where a doctor will be assigned to user based on their symptoms, feelings, location
- Included a multibody system for users to indicate any specific symptom they have and get instant care

#### GoHelp [repo](#)

**Fall 2019**

- Constructed an iOS app to teach people about any encompassing location
- Included a way to scan any object and know what it is using the power of artificial intelligence
- Alerts the user of any danger in the location that they are in as well when surroundings are scanned