

Hemanth Yalamanchili

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Education

Michigan State University East Lansing, MI
Master of Science in Computer Science (GPA: 4.00 / 4.00) Exp. Grad. May 2025
Bachelor of Science in Computer Science Grad. May 2024
Minor in Game Design and Development

Experience

Game Development Capstone — Santa Monica Studios Jan. 2024 – Present
Unity Game Engine, C#, Agile Dev, Project Management Los Angeles, CA

- Collaborating with Santa Monica Studios to design and develop a 3D game while utilizing industry standards
- Implementing dynamic game systems using C# within the Unity game engine
- Applying agile development methodologies and utilizing burndown charts to improve collaboration

Computer Science Capstone — The Anthropocene Institute Aug. 2023 – Dec. 2023
Flask, React.js, PyTorch, Figma, Docker, Google Cloud Platform Palo Alto, CA

- Developed a web application to display the viability of carbon dioxide removal (CDR) methods in the United States
- Engineered a Random Forest machine learning model to classify locations' effectiveness in CDR
- Winner of the Fall 2023 Exposition Award for best overall project on Design Day

Software Engineer Intern — Athene Holding Ltd. May 2023 – Aug. 2023
REST APIs, Flask, Vue.js, AWS, Agile Dev. Des Moines, IA

- Designed and deployed a file scheduler on AWS, reducing processing times by 3 weeks per file
- Managed a project from conception to deployment at an organization with \$500+ billion of assets

Undergraduate Teaching Assistant — Michigan State University Computer Science Aug. 2022 – Present
Python, C++, Graphical User Interface, Communication East Lansing, MI

- Working alongside peers to advise a class of 300+ students on data structures and algorithms coursework
- Developed and delivered engaging weekly lessons on essential C++ concepts

Software Engineer Intern — Lear Corporation May 2022 – Aug. 2022
Python, REST APIs, Flutter, Jira Ann Arbor, MI

- Created an application to automate Jira workflow, saving at least 30 minutes for developers everyday
- Developed a dashboard to display key performance indicators and generate reports for automotive vendors

Projects

Machine Learning Task Manager | *Swift, TensorFlow, Research*

- Created a Swift CLI to process computer usage data in a privacy-focused way
- Developing a Transformer model using TensorFlow to continuously train and manage tasks based on personal usage
- Plan to present research at the 2024 AI Con Conference in Las Vegas

Hackathons | *React.js, Flask, Google Cloud Platform, Machine Learning*

- Developed a machine learning app that accurately identifies if an item is recyclable in their county from a photo
- Designed and implemented a music social media application by fully integrating Spotify's API

Activities/Leaderships

SimplifyJobs | *Repository Moderator*

- Helping students find roles in the software industry by maintaining a Github repository that's received 30k+ stars

Business Professionals of America | *Chapter President*

- Guided a chapter of 60+ students in competitive events, ranging from financial literacy to programming literacy
- Organized guest speaker events from the business and STEM field

Technical Skills

Languages: C++, Python, Swift, TypeScript, HTML, C#

Technologies: Figma, React.js, Vue.js, Django, Flask, Flutter, TensorFlow, Google Cloud Platform, AWS, Unity, Docker, Git

Concepts: Full Stack Development, Encryption, Machine Learning, RESTful APIs, Agile Methodology, Scrum Development