DEVESH BHATLA

deveshbhatla.com | linkedin.com/in/deveshbhatla | github.com/Deveshbhatla
Los Angeles, California

EDUCATION

University of Southern California, Los Angeles, CA   **Jan 2024 - Present**
Master of Science, Computer Science   GPA: 3.75/4.0

Guru Gobind Singh Indraprastha University, New Delhi, India   **Aug 2018 - Jun 2022**
Bachelor of Technology, Information Technology   GPA: 9.2/10

EXPERIENCE

Cloud DevOps Intern | Keck Medicine of USC | Los Angeles, California   **Jun 2024 - Present**
- Developing a secure cloud platform using Flask to support researchers at the Keck School of Medicine, ensuring data integrity and compliance with HIPAA, HITRUST, CMMC, and FedRAMP standards.
- Implementing AWS Lambda functions to automate and extract insights from AWS and Azure, optimizing cloud infrastructure monitoring and reporting.

Software Engineer | Remote-X Inc. | remotely worked   **Jul 2023 – Dec 2023**
- Reduced latency of robot's communication with robot gateway by 40% while controlling it via Meta Quest 2.
- Implemented precise rotation feature of robot's end effector through analog triggers of Quest controllers in **Unity 3D**.
- Integrated **ML-Agents** into Unity 3D to perform reinforcement learning for training the Haddington Dynamics Dexter Robot.
- Automated data collection for virtual robots by leveraging Unity **Perception package** to train and validate transformers in Gato.

Undergraduate Technical Intern | Intel | Bangalore, India   **Feb 2021 – Jan 2022**
- Single-handedly reduced computational overhead by 10 times by implementing secure communication protocol (**gRPC**) to facilitate transfer of H.264 video frames and object detection data for HoloLens clients in **Unity 3D** and **Unreal Engine**.
- Containerized applications as **microservices** to minimize server load, thus improving overall application delivery and agility.
- Facilitated creation of rendezvous server, which helps centralize application flow along with fallback capability to eliminate any human errors on server level.

Android Development Intern | The Indie Corp | New Delhi, India   **Jul 2019 - Aug 2019**
- Designed social media application with functionalities like hosting events, creating quizzes, and post-sharing.
- Full-stack developer – planned and developed android application involving Google **Firebase** and Material Design guidelines.

ACADEMIC PROJECTS

FinnHub | MongoDB, Express.js, Angular, Node.js, TypeScript, HighCharts
- Web application to display stock prices from FinnHub API, and display charts based on HighCharts. Full stack application using MEAN stack deployed on Google Cloud Platform. Users can buy/sell their stocks to maintain their portfolio.

Landmarker | Kotlin, TensorFlow Lite, MediaPipe, Android Studio
- An android application for on-device vision classification, employing MediaPipe to detect over 90,000 landmarks worldwide.

Video/Audio Conferencing using WebRTC | WebRTC, Socket.io, Node.js, JavaScript
- Collaborated with a team of four to develop web application that leverages WebRTC and mesh architecture to connect with multiple clients without an external media server. Additional capabilities include text chat, screen share, and interactive whiteboard.

Brain Tumor Detection | Python, TensorFlow.js, Javascript, Google Colab
- Web application to detect brain tumors from axial MRI view of brain adopting Mask R-CNN model trained through transfer learning.

MSIT Notifier | Java, Jsoup, Android Studio
- An android application to view, share, and print news and notices from the MSIT college website without downloading them.

TECHNICAL SKILLS

- **Interests and Domain:** Full stack development, Artificial Intelligence, Cloud Computing
- **Languages and Frameworks:** C++, C#, Java, Kotlin, Python, HTML, JavaScript, Node.js, .NET, TensorFlow, MediaPipe, SQL
- **Tools and Infrastructure:** Git/GitHub, Unix, Docker, Unity 3D, Unreal Engine, Postman, Google Colab, Azure, GCP, AWS

CERTIFICATIONS

DP-900: Microsoft Azure Data Fundamentals | AI-900: Microsoft Azure AI Fundamentals | AZ-900: Microsoft Azure Fundamentals

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CO-CURRICULAR AND EXTRACURRICULAR ACTIVITIES

Student Ambassador, Microsoft (remotely worked)   **Jan 2021 – Aug 2022**
Graduated as Beta Student Ambassador. Demonstrated a Unity 3D project that showcases mixed reality technologies and their contemporary applications in immersive environments and interactive experiences. Additionally, deployed multiple solutions in Azure Cloud focusing on conversational AI, cognitive services, and machine learning.