

# Sidhardh Burre

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## EDUCATION

### University of Virginia

GPA: 3.97

Bachelors, Masters in Computer Science, Minor in Business

Expected: November 2024

**Relevant Courses:** Machine Learning, Algorithmic Economics, Robotics, Algorithms, Probability, Operating Systems, Computer Architecture, Discrete Math, Theory of Computation, Graduate Algorithms, Compilers

## SKILLS & CAPABILITIES

- Languages: C++, Python, Javascript, Java, HTML, MATLAB, SQL
- Libraries: React, TensorFlow, Keras, Scikit-learn, NumPy, OpenCV, WebFlux
- Technologies: ROS, Bash, Git, AWS, Linux, GCP, Heroku, New Relic, Splunk

## WORK EXPERIENCE

### Technology Intern, Capital One

May 2023 – August 2023

- Expanded existing logging and monitoring systems using New Relic and Splunk to encompass infrastructure, service, and JVM-level metrics, accelerating production incident resolution by 2-3x.
- Developed an organization-wide reactive framework for SSE services, integrated with Kafka, Elasticsearch, and other internal tools.
- Transformed an existing SSE API using said framework, resulting in a >7x increase in concurrent users.

### Machine Learning Team, Floodwatch

March 2023 – August 2023

### Software Engineering Intern, CoStar Group

May 2022 – August 2022

- Developed SEO logging systems for LCP, TTFB, FCP etc. for improved performance analysis.
- Architected a two-tier cache system to deliver customer-tailored webpages with an SLA of <500ms, an 8-10x improvement in TTFB.

### Professional Services Intern, SailPoint Technologies

May 2021 – August 2021

- Designed and deployed a billed-hours-logger bot featuring integrations with internal tools and APIs for accounting and sprint planning.
- Produced an internal loop-back connector for IIQ self-governance and automation.

### Teaching Assistant, UVA E-School: ENGR Lab, Linear Algebra, Computer Architecture, Operating Systems

- Proposed improvements to existing lesson plans, improving student learning.
- Provided ad-hoc one-on-one assistance, propelling lagging students.

## HACKATHONS/PROJECTS

- **UVA Hackathon 2022:** Conceptualized a platform to enable ad-filtered educational searches using Reinforcement Learning for a 1st-place finish in the education category.
- **Algorithmic Economics:** Implemented a Blackjack player incorporating game theory and RL to test MWU and EXP3 algorithms with parameter tuning.
- **Experimental Robotics:** Engineered and implemented various state-of-the-art SLAM algorithms on a robot constructed from off-the-shelf components.

## ACTIVITIES & LEADERSHIP

### Buford Engineering Mentor, Buford Engineering Program

Aug 2020 – Present

- Guided under-privileged and under-represented minorities in low-income communities through self-selected STEM projects.
- Assisted teacher in managing students to produce a safe and educational environment.