Sathyam Mohanram Vellal

svellal@usc.edu • Santa Clara, CA, 90007

linkedin.com/in/sathyamvellal • github.com/sathyamvellal • sathyam.me

Summary

Passionate and detail-oriented CS grad student, focusing on Scientific Computing and Computer Graphics, looking for full-time roles. Generalized Specialist, eager to learn, and ability to break down complex problems and translate into modular, robust and scalable software.

Education

University of Southern California, Los Angeles, CA — Aug 2016 - May 2018 (expected)

Master of Science (M.S.), Computer Science (High Performance Computing & Simulations) — GPA: 3.42 / 4.00

Relevant Coursework: Computational Physics, Scientific Computing, 3D Graphics, Computer Animation:

PES University, Bengaluru, India — Aug 2010 - Jun 2014

Bachelor of Engineering (B.E.), Computer Science & Engineering — GPA: 8.85 / 10.00

Work Experience

PayPal Inc., Bangalore, India

Software Engineer — Jan 2014 - Jul 2016

- Reduced false positives in detection of fraudulent transactions in risk models, directly impacting annual revenue.
- Designed and developed 2nd-gen Payouts experience, in-house Free Return Shipping activation and product experiences, multi-faceted white-labeled mobile-wallet solutions (Telcel Pay and Claro Pay). Resolved and supported issues on the go.
- Awarded for being proactive, contributions, and mentoring. Was part of winning teams for multiple product hackathons

Boost C++, uBLAS Library, Remote

Contract Developer, Google Summer of Code — Jun 2013 - Aug 2013

- Developed new aligned allocator, extending `std::allocator` that is guaranteed to allocate on word-aligned memory addresses.
- Modified and restructured core parts of the library for better auto-vectorization by the compiler, and hence boost performance.
- Modified and implemented better and more efficient BLAS routines to improve the overall performance of the library.

Projects

Real-time visualization of smoke — Nov 2017 - Dec 2017

- Implemented an OpenGL application to simulate and visualizae the flow of smoke from a source within a container. The application allows for placing multiple sources on the viewport, and for applying global forces on axial directions. Shaded using GLSL.

Procedural Texture File Generator — Oct 2017 - Dec 2017

- Built a rendering engine and tool to preview procedural textures, and generate image files of given resolution, with option to also create mipmaps. Implemented using C++ and Phong Shading. The preview used Jittered Supersampling for Anti-Aliasing on models.

Simulations and Econophysics — Jun 2017 - Aug 2017

- Analyzed and examined role of agent-based modelling, molecular dynamics and kinetic theory of gases in the field of Economics.
- Implemented kinetic wealth-exchange model, with and without savings, to simulate a simple economy for sizeable number of agents.

Distributed Map Search — Apr 2017 - May 2017

- Implemented distributed map searching techniques, using A* and Multi-layered Overlay Method to find optimal routes between nodes in a large dataset of Los Angeles" intersections. Designed for dynamic and changing travel-times between two nodes.

Smart Personal Assistant — Jan 2014 - May 2014

- Developed an intelligent mobile assistant for common day-to-day personal activities, featuring Smart Alarms to automatically set alarms, and Smart Notifications to detect and prioritize user" SMS and Email, based on user" calendar, schedules and preferences.

Skills

- **Programming** — C/C++, Java, Python, JavaScript, Shell, Matlab
- **Computer Graphics** — OpenGL, CUDA, OpenCL, Rendering, Shading, GPGPU
- **Applied Computer Science** — Molecular Dynamics, Fluid-Dynamics, Generative Music, Cellular Automata, Linear Algebra
- **Others** — HTML/CSS, Node.js, React/React-Native, iOS, Android, Git, SVN, documentation tools