

Siddharth Narsipur

585-410-8848 | snarsipu@u.rochester.edu | sidnarsipur.github.io | linkedin.com/in/sid-narsipur |

EDUCATION

University of Rochester

Bachelor of Science in Computer Science

Rochester, NY

Aug. 2022 – May 2026

- GPA: 3.8, Dean's List
- Coursework: Operating Systems, Distributed & Parallel Computing, Data Structures & Algorithms, Computer Architecture, Computer Vision, Artificial Intelligence, Programming Languages, Advanced Compilers.
- Activities: Google Developer Student Club, MLH Fellowship Finalist, CSUG Tutor, UR Cricket Club.

EXPERIENCE

Software Engineer Intern

LiquiDonate Inc.

May 2023 – July 2023

San Francisco, CA

- Developed multiple REST and GraphQL APIs in Golang, improving sell & order processing efficiency by 30%.
- Optimized Postgres SQL queries, indexing, and caching strategies to improve query performance, resulting in 20% faster API calls, while managing large-scale data processing in BigQuery for analytics and testing system scalability.
- Built an authentication microservice in Go, automating credential revocation and renewal, reducing delays by 40%.
- Deployed unit tests with the Ginkgo framework, achieving 90% test coverage, integrated API performance logging with Sentry on Google Cloud, and implemented CI/CD pipelines to automate testing and deployment.
- Designed an admin dashboard in React to monitor real-time data, tracking 15,000+ concurrent shipping movements.

Undergraduate Research Assistant

Rochester Bear Lab

May 2024 – Present

Rochester, NY

- Created an application for Meta Headsets that automatically adapts user interfaces for different VR/MR environments.
- Implemented a 50 parameter linear programming model in Python that optimally places virtual elements in 3D space.
- Developed a Unity tool using C# and .NET to conduct research studies, enabling subjects to view and interact with multiple (4-6+) virtual rooms simultaneously, improving data collection efficiency by 40%.
- Presented poster and demo at conferences and workshops. Awarded the Schwartz Discover Grant.

Teaching Assistant

Hajim School of Engineering

Jan 2023 – Present

Rochester, NY

- Held office hours for 20+ students to review lectures and guide students with assignments for Data Structures courses.
- Conducted workshops to improve understanding in topics such as Machine Learning and Sorting Algorithms.

PROJECTS

3D PBR (Physically Based Rendering) Material Generation | *Python, PyTorch, CUDA, Bash scripting* [Github](#)

- Constructed a computer vision pipeline using the ControlNet algorithm with Stable Diffusion models to generate highly photorealistic PBR texture maps from photographs, and deployed two open-source models on HuggingFace.
- Trained deep learning models on NVIDIA A100 GPUs using CUDA acceleration with the Mat Synth dataset, resulting in a 10% lower error rate through optimized hyperparameter tuning, mixed precision training, and data preprocessing.

Group4Good (Built @ HackMIT) | *Python, Flask, React, IRIS Vector DB, Pinecone Database* [Github](#)

- Built a full-stack application with a Python and Flask backend to securely analyze 4000+ group purchases, leveraging web-scraped data from 200+ nonprofits and K-Means clustering to match user interests.
- Leveraged Capital One's Nessie API, InterSystem's IRIS Vector Search and Pinecone's Vector Embeddings to identify and recommend charities based on transaction patterns, attaining 92% user-charity match satisfaction.

Nearvents (DandyHacks Winner) | *Angular, TypeScript, Ionic, Firebase* [Github](#)

- Created a full-stack event management app used by 400 college students with real-time feed updates powered by Firestore.
- Implemented a location-based notification feed using Capacitor's Geolocation API that increased app engagement by 40%.

Memory Attention | *Angular, TypeScript, OpenCV, Firebase* [Github](#)

- Designed an accessibility-focused Angular & Typescript platform, enabling users with memory loss to practice cognitive exercises daily with personalized, adaptive games, employing automated gesture recognition with OpenCV algorithms.

TECHNICAL SKILLS

Languages: Java, Python, Go, C, C#, JavaScript, HTML/CSS, TypeScript

Frameworks: React, Node.js, Flask, Angular, Ionic, Next.js

Developer Tools: Git, Docker, Kubernetes, SQL, Postgres, Vector DB, Firebase, Google Cloud Platform, Agile, Flask