

# Deepak Srinivas Govindarajan

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## EDUCATION

### Georgia State University

Atlanta, GA

*Bachelor of Science in Computer Science*

*Expected: May 2027*

**Relevant Coursework:** Machine Learning, Operating Systems, Systems Programming, Computer Architecture, Data Structures and Algorithms, Discrete Mathematics, Calculus, Statistics, Linear Algebra.

## TECHNICAL SKILLS

**Languages:** C/C++, Rust, Python, Assembly, Java, R, TypeScript, JavaScript, SQL, Bash

**AI/ML & Data:** PyTorch, CUDA, NumPy, Scikit-learn, RAG, LangChain, FAISS, Vector Databases, MCP

**Embedded & Cloud:** AWS (S3, Lambda, Bedrock), GCP, Docker, XIAO Seeed, BLE Protocols, IoT Pipelines

**Web Frameworks:** FastAPI, Next.js, React, Node.js, Flask, Django, Vercel

**Databases & Tools:** PostgreSQL, MongoDB, Redis, Git, Jira, Agile, LaTeX

## EXPERIENCE

### Undergraduate Researcher

January 2026 – Present

Atlanta, GA

*Body Data Interface Lab (sites.google.com/view/yoonleegsu/)*

- Developed real-time data streaming pipelines for human wearable devices using C++ and XIAO Seeed boards; integrated Bluetooth Low Energy (BLE) protocols to enable seamless real-time low-latency wireless physiological data collection.
- Researched low-power signal processing methods and hardware-efficient communication protocols to optimize edge device battery life; evaluated trade-offs between local inference and raw data transmission for IoT architectures.
- Simulated foundational motion-classification models by processing multi-modal IMU sensor streams using PyTorch, NumPy, and CUDA; predicted human intent and cognitive load to trigger adaptive human-machine interface commands.

### Software Engineer

November 2024 – March 2025

Atlanta, GA

*Duet (joinduet.io)*

- Developed an AI-powered music composition interface by integrating ABC notation parsing with real-time playback, resulting in a fully functional end-to-end beta release.
- Reduced feature deployment latency by 40% by enforcing weekly sprint execution and tighter frontend-backend iteration, resulting in faster user-facing releases.
- Resolved 20+ integration bugs across UI, playback, and inference layers during beta testing, resulting in improved stability ahead of public rollout.

### Co-Founder

December 2021 – July 2023

Bangalore, India

*Fluttr (fluttr.co.in)*

- Led a four-person engineering team delivering end-to-end solutions for 5+ clients by owning architecture and execution, resulting in repeat engagements and referrals.
- Defined system requirements and technical direction with early-stage founders, resulting in \$100K+ secured across multiple seed funding rounds.
- Managed code quality and deployment pipelines across client projects, resulting in stable production systems with minimal post-launch issues and high conversions.

## LEADERSHIP & PROJECTS

### President and Technical Director

March 2025 – Present

Atlanta, GA

*GSU AI Club*

- Owned technical planning for 3+ parallel AI projects by aligning scope, milestones, and dependencies, resulting in on-time delivery across all tracked workstreams.
- Provisioned API infrastructure with Google Gemini and Perplexity AI for 50+ active student developers.
- Increased sustained developer participation by 40% by introducing Agile sprint cycles and GenAI workshops, resulting in higher project completion and contributor retention.

### Layout | *Next.js, Cedar-OS, TypeScript, Supabase, Konva, OpenAI, Mastra*

September 2025

- Built an AI-powered floor plan editor by combining CAD-style precision with Figma-like interaction, resulting in sub-minute layout generation from raw inputs.
- Engineered a natural-language layout generation agent, resulting in real-time multi-user collaboration with versioned edits and conflict resolution.
- Implemented secure sharing and access controls using Supabase, resulting in authenticated collaboration for 10+ concurrent users per session.