

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 Seed, 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

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

Atlanta, GA

- Developed real-time data streaming pipelines for human wearable devices using C++ and XIAO Seed 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

Duet (joinduet.io)

Atlanta, GA

- 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

Fluttr (fluttr.co.in)

Bangalore, India

- 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

GSU AI Club

Atlanta, GA

- 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.