Mohit K. Pinninti

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Education

Georgia Institute of Technology, Atlanta, GA *June 2020 - Present*
Bachelor of Science in Computer Engineering, GPA 3.89 Expected Graduation, December 2023

Skills

High Level
Programming: Java, C, C++, C#, Python, MATLAB, HTML, CSS, Dart, Firebase
Frameworks: Pytorch, Tensorflow, Selenium, Flutter, JUnit
Software: Android Studio, Git/Github, Docker, Unity, Blender, VSCode, Visual Studio, IntelliJ

Low Level
Programming: VHDL, Verilog, SystemVerilog, MIPS, x86
Hardware: Raspberry Pi/Arduino/Mbed, FPGAs, Oscilloscopes, Logic Analyzers
Software: Quartus Prime, IDA Pro, ModelSim

Experience

Georgia Institute of Technology | Atlanta, Georgia *January 2022 - Present*
Teaching Assistant | ECE 2031 - Digital Design Lab
- Facilitate student learning of digital design concepts via lab guidance. Lab topics include digital logic, FPGA testing, microarchitecture, and complex VHDL functions. Guide students with new equipment such as oscilloscopes and logic analyzers.

Startup Exchange | Atlanta, Georgia *February 2021 - Present*
Webmaster & Marketing Executive
- Created a new web application for the organization during the rebrand to attract attention from new students during quarantine and planned and promoted events to increase attendee retention rates during the transition to in-person events.

University of Cincinnati | Cincinnati, Ohio *June 2018 - July 2018*
Teaching Assistant | DITLE
Design Based Information Technology Learning Experiences Program Teaching Assistant
- Taught over 50 prospective technology students fundamentals of web development, computer networking, and microcontrollers.

Projects

Flock Demo *December 2021*
Built an AR demonstration where the user can spawn a flock of birds consisting of mothers and babies
- Used Unity3D and ARFoundation to create a mobile app where users can spawn flocks of birds
- Created Blender models for birds as well as particle effects for fog and bird trails

SociaLite *June 2020 - August 2021*
Built a mock social media app using Flutter with location tracking, posting features, and profiles
- Learned the Flutter framework to build a dynamically loaded social media app using Dart.
- Used Firebase authentication API for login verification and managed data with Cloud Firestore.

Mbed Fruit Ninja *March 2021 - May 2021*
Created a fruit ninja spin-off from scratch using an Mbed microcontroller and circuit components
- Created a circuit for the Cortex-3 mbed microcontroller with a uLCD display and coded the core functionality of the Fruit Ninja game in C++ before adding custom features more suited to the platform including controls with an accelerometer and in-game menus.

Relevant Coursework

Intro to Object Oriented Programming	**Digital Systems Design**
Data Structures & Algorithms	**Digital Design Lab**
Linear Algebra	**Architecture & Concurrency in Computation**
Fundamentals of Machine Learning	**Intro to Reverse Malware Engineering**