Premkumar Giridhar

Software Developer • Student Computer Science @ UCLA

(925) 596-8535

bit.ly/PremkumarG

premgiridhar11@gmail.com

github.com/8BitRobot

Inkedin.com/in/Premkumar-Giridhar

Education

University of California at Los Angeles GPA: 4.00/4.00

Degree: B.S. Computer Science Graduation Expected: June 2025

Coursework: Intro to Computer Science, Linear Algebra and Applications

Experience

Nize Systems, Co-Founder

August 2018 – Present

Goal: To create a system to automate attendance via RFID card scanning devices in classrooms.

- Designed and implemented RFID scanner in Python, optimized for various types of hardware
- Developed scanner UI and web dashboard with Vue.js and mobile dashboard in Flutter
- Maintained high performance while reducing costs to undercut competitors' prices by over \$6,000
- Presented system to school district staff and installed it in classrooms at local high school

ACM TeachLA. Dev Team Member

September 2021 – Present

Goal: To develop tools that help introduce children to computer science and software engineering.

- Refactored various React.js components for TeachLA's browser-based code editor

Studio Heart Engine, Webmaster

August 2020 - June 2021

Goal: To teach and garner interest in game development at Foothill High School.

- Built responsive and browser-compatible website used by 60+ club members in HTML and SCSS
- Implemented native and performant animations in SCSS to advertise club's first game project

Projects

Bay Area COVID-19 Tracker, Developer

March 2020 - April 2020

- Designed and implemented UI using HTML and CSS for live COVID-19 tracker used by over 10,000 unique visitors, wrote web backend in Express.js
- Built web scraper in Python to gather and process COVID-19 case data from 9 different counties and stored data in MongoDB
- Parsed Google News RSS feeds for COVID-related news to display live news on site homepage

PortalChess, Developer

August 2021 – Present

- Created web application for chess variant with Vue.js, deployed using Heroku

IEEE Micromouse, General Member

September 2021 – Present

- Wrote sensor and maze-solving code in C for internal and collegiate Micromouse competition

Gigahacks 2020, Mentor

November 2020

- Led workshop teaching HTML, CSS, and JavaScript to over 50 middle and high-school students

Skills

Front-end HTML • CSS • JavaScript • Vue.js • React • Sass • Flutter

Back-end Node.js · MongoDB · Express.js · Flask · FastAPI

Analytics Python · matplotlib

Languages C++ · Java · Dart

Misc. tools Bash · Git · Postman · CI/CD