

# Ashish Ananda Suvarna

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## SUMMARY

Full-stack developer with a Master's in Computer Science and experience building responsive UIs, scalable backend systems, and API-driven web applications. Skilled in React, Node.js, Python and MySQL. Proven ability to design, develop, and deploy real-world projects from end to end. Seeking a full-stack software engineer role to deliver user-focused and technically robust solutions.

## EDUCATION

**Master of Science, Computer Science** **Aug 2023 - May 2025**  
California State University, East Bay, Hayward, CA, USA  
GPA: 3.85/4

**Bachelor of Engineering, Computer Science and Engineering** **Aug 2018 - Jun 2022**  
NMAM Institute of Technology, Nitte, India  
GPA: 8.52/10

## PROFESSIONAL SKILLS

- **Programming Languages:** Python, C++, C, Java, HTML, CSS, JavaScript, MySQL
- **Frameworks/Tech:** React, Node.js, Flutter.
- **Tools:** Unity Software, GitHub, VS Code, Eclipse, Android Studio.
- **Core Skills:** Data Structures and Algorithms, API Integration, DBMS, OOPs, Operating Systems, SDLC , Unit Testing, Debugging and Troubleshooting, LLD.

## EXPERIENCE

**Research Assistant** **Feb 2025 - Apr 2025**  
*California State University, East Bay*

- Installed and tested VR projects using Unity and Meta Quest.
- Reviewed and summarized academic publications weekly.
- Documented step-by-step instructions for nursing students.

**Android Application Developer Intern** **Jun 2021 - Aug 2021**  
*Blueline Computers, India*

- Built a Flutter app with Firebase for auth and data storage
- Developed full-stack features using Agile practices
- Followed clean code practices and wrote modular, testable Dart code.

## PROJECTS

**AI Recipe Generator | React | Claude API (Anthropic)** **May 2025 – Present**

- Built a full-stack app that generates recipes based on user-input ingredients using Claude API.
- Built a responsive React frontend with async API handling and error management.

**2D Game | Unity Software | C#** **Feb 2025 - Mar 2025**

- Developed a side-scrolling 2D game with realistic gravity, scoring system, and obstacle physics.
- Integrated keyboard controls and UI panels to track high scores and game stats.

**Restaurant Management System | Node.js | Python | MySQL** **Oct 2024 - Dec 2024**

- Built a full-stack dashboard for managing restaurant operations and analytics using DAO pattern.
- Enabled CRUD operations, loyalty program tracking, and PDF report generation.

## LEADERSHIP & INVOLVEMENT

- Received LeetCode 100 Days Coding Challenge Badge. **Jun 2025**
- Served as a judge for the MESA Glider Event. **Mar 2025**