AZIZTITU MURUGAN

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EDUCATION

SOUTHERN ARKANSAS UNIVERSITY | BS COMPUTER SCIENCE | AUGUST 2016 – MAY 2020

School Year: Junior

GPA: 3.96

RELEVANT COURSES

Computer Science 1, Computer Science 2, Data Structures and Algorithms, Computer Architecture, Programming Languages & Compilers, High Level Language, Operating Systems, Advanced Unix/Linux, VR Workshop.

SCHOOL PROJECTS

SOFTWARE DEVELOPER | SAU | 2017

SAU Honors College App:

- Developed the Android version of the app and implemented a tool which converts KML files from Google Maps into special files that contain custom data including images and can be directly imported into the app.
- Tools Used: Java, XML, Android, Android Studio, Google Maps API, Git.

GAME PROGRAMMING | SAU | 2017 - 2018

Mote Game Engine:

- Contributed to this open source Game engine during the Spring 2018 semester.
- Optimized the Flocking System, added a Rope mechanic demo, and added an OpenGL Demo.
- Tools Used: C++, SDL 2.0, Lua, Visual Studio, Git.

WORK EXPERIENCE

CODE U PROGRAM | GOOGLE | 2018

Chat App:

- Worked on a web-based chat app using Google App Engine along with 3 other teammates under the guidance of a Google Engineer for 12 weeks.
- Wrote Design Docs, some Java Servlets, a Dynamic Polling System for Messages and Shared Live Videos, plus learned and implemented industry best practices.
- Tools Used: Java, HTML, CSS, JS, JSON, App Engine, Git.

SOFTWARE DEVELOPER | ASTERI NETWORKS | 2018 - PRESENT

Lucha Central:

- Wrote back-end scripts for the Lucha Central Website and fixed some critical bugs along the way.
- Tools Used: PHP, JS.

Otrio:

- Worked on the AI for the game. Implemented Minmax system with AI personality.
- Implemented In-Game Debug Tools to increase productivity.
- Tools Used: C#, Unity, CSS, JS.

SUPPLEMENTAL INSTRUCTOR & TUTOR | SOUTHERN ARKANSAS UNIVERSITY | 2017 – PRESENT

Roles: Help other students with their Computer Science, Math, and Physics classes.

SOFTWARE DEVELOPER | TECH PERFECT LLC | 2014 – 2018

Seamless Timecard:

- Developed Android, Windows and Web apps to record and manage employees' schedules, shifts and payrolls.
- Tools Used: Android Studio, Java, Laravel, React, HTML, CSS, JS, jQuery, PHP, MySQL, Git, Biometrics.

Seamless POS:

- Developed Windows App for the Front-End and provided critical bug fixes in the Back-End.
- Developed an Android app that lets the users manage their stores on the go.
- Tools Used: C#, WPF (.NET), PHP, MySQL, Java, Android Studio, Git.

FREELANCE SOFTWARE DEVELOPER | 2014 – 2016

Dealout:

- Developed the Android app that allows the users to locate and get deals from the stores around them.
- Tools Used: Android Studio, Java, JSON, Git.

EXTRA CURRICULAR ACTIVITIES

PRESIDENT | SAU COMPUTER SCIENCE CLUB | 2017 - PRESENT

Roles: Organize and lead projects, workshops, and other events in the club.

LEAD PROGRAMMER | SAU GAME DEVELOPMENT CLUB | 2017 – PRESENT

Malware (Game):

- Worked on AI, X-Ray Vision (Shader and Script), Outline Shader, Hackable Cameras, Interactive Objects, Post Processing Effects, Traps, Forcefield Shader, Holographic Shader, and Sound Manager.
- Tools Used: Unity, C#.

PERSONAL PROJECTS | 2013 – PRESENT

Human Hand Simulation:

- Built an electronic glove that tracks the motion of each finger and developed an app that simulates those movements and interprets different gestures in real time.
- Tools used: Arduino, Unity, C++, C#.

Personal Robot:

- Built a mini robot using Raspberry Pi and Arduino that can be controlled via Bluetooth or Wi-Fi.
- Developed apps that drive the robot, enable live streaming, enable the robot to talk, play media, and more.
- Tools Used: Raspberry Pi, Arduino, Electron, NodeJS, React, Android Studio, C++, TypeScript, Java.

SKILLS

Android / Windows / Web App Development, Unity, WPF, Electron, Flutter, Vue, Angular, React, IoT, Java, JSP, C#, C++, Node, Python, PHP, MySQL, MongoDB, HTML5, CSS3, JavaScript, jQuery, TypeScript, Dart, Lua, OpenGL, CG, ShaderLab, Git, Express, Laravel, Django, Data Structures, Algorithms, Networking, Arduino.

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