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| Aziztitu Murugan | | | | | |
| (501) 504-4820 | | | www.aziztitu.com | aziztitu1996@gmail.com |
| 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. | | |