

# Deepak Sarun Yuvachandran

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## Professional Summary

Skilled software engineer with strong experience in frontend development and delivering high-quality solutions. Demonstrates excellent problem-solving abilities, technical proficiency, and effective collaboration in fast-paced environments.

## Education

### Saint Louis University - School of Science and Engineering

2023 – 2025

*Masters of Science in Computer Science*

- **Coursework:** Data Structures & Algorithms, databases, Object-Oriented Programming, Computer Networks, web development, Software Engineering, Software Design and Containerization.

## Skills

**Languages:** Python, HTML, CSS, Javascript, Java, Mysql

**Technical Skills:** React.js, Next.js, Three.js, TailwindCSS, Unit test, Rest API, Debugging, Optimization, Test-Driven Development, Agile, Scrum. Docker, CircleCI, and Version Control.

## Experience

### Frontend Developer

Surulere, Lagos (Remote)

*Santos Creations Educational Foundation*

July 2024 – August 2024

- Developed a fast, responsive website for Nessa Africa using **React.js, Tailwind CSS, and JavaScript**.
- Collaborated with **backend teams**, ensuring seamless **API integrations** and data consistency.
- Optimized **CI/CD pipelines**, reducing **deployment time by 40%** and improving team efficiency.
- Actively participated in **Scrum meetings**, iterating on feedback to improve the site's accessibility and usability.

## Relevant Projects

### DeTalk – Accessible Communication Platform

[github](#) [↗](#)

**Technologies Used:** Python Flask, HTML, CSS, JavaScript, Jinja, RoboFlow, YOLO, and SQLite.

- Built a Flask app enabling communication for individuals with **visual, speech, or hearing impairments**.
- Integrated real-time sign language recognition with **90% accuracy** using a custom detection model.
- Designed a Jinja-based UI with screen reader support, **enhancing navigation by 30%**.
- Collaborated with a team of three to deliver the project in **36 hours** as part of eHacks.

### Space Invaders – Classic Arcade Game Recreation

[github](#) [↗](#)

**Technologies Used:** Java, Swing, Gradle, Serialization.

- Led a team of two developers, managing design and implementation for a seamless development process.
- Applied Factory and Singleton patterns, reducing memory usage by **35%**.
- Optimized game rendering to maintain **60 FPS**, ensuring a smooth gaming experience.

### Ocean Katamari – Katamari Roll Recreation

[github](#) [↗](#)

**Technologies Used:** JavaScript, Three.js, GLTF Loader, HTML, CSS.

- Recreated the **Katamari Roll** game experience using Three.js and GLTF Loader.
- Developed interactive **3D models and animations**, rendering **20+ dynamic elements**.
- Achieved immersive WebGL graphics with **50 FPS** performance and smooth interactions.

## Certifications

- 2025 – Software Engineer Certificate, HackerRank. [Link](#) [↗](#)
- 2024 – Programming with JavaScript, Meta, Inc. [Link](#) [↗](#)

## Achievements

- March'25 – Secured 3rd place at eHacks 2025 ([DevPost](#) [↗](#)).