GAUTHAM RAJU

CS STUDENT

CONTACT

Gautham Raju

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Gautham-Raju

EDUCATION

UNIVERSITY OF TEXAS AT AUSTIN

B.S., Computer Science { JUNIOR }

2019 – 2023

COURSE WORK

- ❖ DATA STRUCTURES
- ❖ COMPUTER ARCHITECTURE
- ❖ DISCRETE MATH / ALGORITHMS
- ❖ OPERATING SYSTEMS
- ❖ LINEAR ALGEBRA
- ❖ VIRTUALIZATION
- ❖ NETWORKS

HONORS

- ❖ JAVA CERTIFICATION
- ❖ PYTHON CERTIFICATION

SKILLS

TECHNICAL

JAVA, PYTHON, REACT – NATIVE, C, C#,

API, JAVASCRIPT, .NET, MYSQL, WINDOWS,

LINUX, GIT, MS OFFICE SUITE, FIGMA,

OTHER

SPANISH, BLS PROVIDER, COMMUNICATION,

EMOTIONAL INTELLIGENCE

PROFILE

Creative, technical, design-oriented computer science student at UT Austin fluent in Java and Python and proficient in React-Native. I am excited to blend my hands-on technical training and my experience coding in a fast-paced work environment in a Software Engineering position.

WORK EXPERIENCE

Full-Stack Developer

OTHER WORLD COMPUTING, AUSTIN TX : Apr 2021 - PRESENT

- ❖ Used .NET C# and React-JavaScript to add functional front-end UI design elements, including filtered search capabilities and tabular display of stock availability
- ❖ Streamlined the Work Order Automation process by adding back-end functionality to address restricting components in products with limited stock
- ❖ Conducted testing of existing code by creating API calls using the Swagger interface and fixed pressing bugs with assemblies of unfulfillable orders

PROJECTS

FOODABILITY { FRONT END DEV }

CONVERGENT : JAN 2020 - MAY 2020

- ❖ Aided in developing the front-end for an app that displays all the restaurants in the local Austin area along with the accommodations each restaurant provides for people with disabilities, formatted by an overall algorithmic rating.
- ❖ Specifically implemented the functionality for user reviews, app navigation, and Google Maps API integration

AI DINO GAME { PYTHON }

PERSONAL : SUMMER 2020

- ❖ Used the Pygame python module to recreate the popular chrome dino game with an accurate physics model for the player.
- ❖ Successfully implemented the NEAT (NeuroEvolution of Augmenting Topologies) algorithm, an evolutionary algorithm creating artificial neural networks to train a player model to learn how to play the game by itself.

TREFLE { FRONT END DEV }

SUMMERHACKS HACKATHON : SUMMER 2020

- ❖ 14-week hackathon in which we received 10/10 scores from both the judges
- ❖ Developed an app to provide a platform for students to vote in club elections, discover their club leaders, and keep track of club announcements and messages
- ❖ Utilized Figma to whiteboard the app UI
- ❖ Implemented the Front-End using React-Native and the Google Calendar API
- ❖ Aided in connecting the React-Native front-end with the Django – MongoDB backend