

GAUTHAM YERROJU

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EXPERIENCE | **GRADUATE TEACHING ASSISTANT** University of Nevada, Reno
AUG 2017 – PRESENT

FULL STACK WEB DEVELOPER CA Technologies, Hyderabad, India
JAN 2016 – JUL 2016

- Designed and built a web application from ground up to publish quarterly surveys and aggregate results on a dashboard
- Used NodeJS, ExpressJS and MongoDB, with Active Directory for authentication and role management
- Learned all the required tools and implemented the entire application in five months while following best practices (mostly from the 12-factor app paradigm)

SENIOR AUTOMATION ENGINEER FactSet Research Systems, Hyderabad, India
MAR 2012 – AUG 2015

- Worked on developing and maintaining a framework using IBM STAF and Python on which automated tests can be scheduled, their results stored and sent to test owners
- Integrated the framework with other internal tools using SOAP and REST APIs
- Worked on developing a web application (PHP, MSSQL and jQuery) to control the framework
- Was **consistently rated “Exceeds Expectations” or “Outstanding”** in every half-yearly review
- Was **awarded Star Performer award three times** during career
- Interviewed and trained new hires for the team

EDUCATION | **MASTER'S IN COMPUTER SCIENCE AND ENGINEERING**
University of Nevada Reno, Nevada (Aug 2016 - Present)

BACHELOR OF TECHNOLOGY IN COMPUTER SCIENCE AND ENGINEERING
Jawaharlal Nehru Technological University, Hyderabad, India (Aug 2007 - May 2011)

SKILLS & ABILITIES

- Quick to learn new tools and workflows
- Desire to use best practices (and read the manual), focus on UI and UX
- Git and Perforce workflows
- Object-oriented, callback and promise programming paradigms
- Full stack application development
- Data analysis and visualization

ACADEMIC PROJECTS

- **Thesis:** Extreme-scale Big Data Storage Failure Analysis (Advisor: [Dr. Feng Yan](#))
 - Analyze disk failures in real-world big data storage systems
 - Create a computationally efficient failure prediction algorithm
- **OpenGL Game:**
 - Sky Roads like game with Bullet physics and custom level loader (level generator: <https://codepen.io/gyerroju/pen/LbBwyo>)
- **Android Application:**
 - Implemented Google Places API, AOSP and Play Services location APIs with gracefully degrading location strategy
- **OpenCV:**
 - Face counting in panning video using Haar cascades and frame stitching

PERSONAL PROJECTS

- Personal website
<http://gauthamyerroju.com/new-website>
- CSS-only sliding menu “Slidey”
<http://gauthamyerroju.com/Slidey>
- Many add-ons for [RPG Maker XP](#)
<https://github.com/GauthamYerroju/rpgmaker>
- 2-player arcade game “Ship Showdown” in Python
<https://github.com/GauthamYerroju/ship-showdown-pyglut>
- Breakout-like game in 2 days using Java Swing
<https://github.com/GauthamYerroju/breakout-game-java>