

# Harsh Gowrisetty

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## EDUCATION

### University of Virginia

Charlottesville, VA

B.A. Computer Science, Technology Entrepreneurship Minor

August 2022 - May 2026

**Relevant Coursework:** Data Structures and Algorithms, Computer Systems and Organization, Software Development Essentials, Applied Linear Algebra, Discrete Math and Theory

**Awards:** Randolph Preston Pillow Fund (University of Virginia Dean's Scholarship)

**GPA:** 3.8/4.0

## TECHNICAL SKILLS

**Languages:** Java, Python, JavaScript, TypeScript, C, HTML/CSS, SQL, R, Dart

**Frameworks:** Fastify, React.js, Node.js, JUnit, Flutter, JavaFX

**Developer Tools:** Github, Docker, Jira, DBEaver, SQLite

## EXPERIENCE

### Software Engineering Intern - Two Six Technologies

June 2023 - August 2023 / June 2024 - August 2024

*Fastify, TypeScript, JavaScript, SQL*

- Served as a full stack developer on IKE, a mission management system used by the Department of Defense
- Developed a report generation feature using Fastify API, TypeScript, JavaScript, and SQL. This feature queried data from DBEaver (database) and created a pdf displaying an easily readable report of the mission status
- Presented the feature at the end of the summer to fellow interns as well as full time developers

### App Developer - Nex

June 2022 - August 2022

*Flutter, Dart, Figma*

- Ideated and designed an app that organized pick-up sports games in the user's area
- Collaborated with a team to develop engaging and intuitive user interfaces using Flutter and Dart
- Pitched the idea and application at the end of the summer to other developers and earned the "Most Innovative" project distinction

## PROJECTS

### Modified Atari Breakout Game

November 2022-December 2022

*Python, Pygame*

- Developed an Atari Breakout like video game and collaborated on the project with a partner
- The game displayed an object that bounced around the screen and increased its speed every ten seconds for sixty seconds, and the user must move a UFO platform to block the object from hitting the bottom of the screen
- Power-ups such as slowing down the moving object appeared every twenty seconds and were collected by the user if the object hit the power-up icon

### Personal Portfolio Website

December 2023

*HTML, CSS, JavaScript, Netlify*

- Designed and built a personal portfolio website that introduces myself and illustrates my projects and skills
- This website can be viewed cleanly on both mobile and desktop devices
- Link to view the portfolio website: <https://harsh-gowrisetty.netlify.app/>

### Course Reviews Application

December 2023

*Java, JavaFX, SQLite*

- Built a CRUD (create, read, update, delete) application that allows users to create accounts, search and add courses, and create, edit, and delete reviews
- Created a database using SQLite that contained 3 tables, user credentials, courses, and reviews
- Used JavaFX scene builder to design all the necessary FXML front-end screens.