

Jeevithan Mahenthiran

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EDUCATION

University of California, Santa Cruz

Bachelor of Science in Computer Science & Computer Science: Game Design B.S.

Santa Cruz, CA

Expected June 2025

Relevant Coursework & Technical Skills

Principles of Computer Systems Design, Introduction to Software Engineering I, II & III

Languages: HTML, CSS, JavaScript, TypeScript, React, C, C#, C++, Python, Assembly, and Java

Technologies: Git, Unix, Linux, Valgrind, Figma, Tailwind CSS, Angular, Firebase, Mininet, Unity and SpringBoot

PROFESSIONAL EXPERIENCE

Software Engineering Intern

Jan. 2025 - Present

UXLY Software, San Francisco, Bay Area

- Developing a multi-tool customer support agent chatbot with a team using LangChain, LangGraph, Salesforce Agentforce, and Crew.ai, focusing on agent communication, intent detection, and knowledge retrieval.
- Contributing to system deployment and integration, working on escalation logic, human-AI collaboration, and enterprise-grade scalability for real-time customer support.

UI/UX Web Designer Intern

Aug. 2024 - Nov. 2024

Career Counseling Department, Lanely Community College, Oakland

- Designed and implemented an interactive homepage for the career counseling website using Figma and Wix, enhancing visual appeal and user engagement based on user feedback.
- Collaborated with the career counseling manager to refine design elements, improving usability, navigation, and overall user experience.

Front-end Developer Intern

Mar. 2023 – Feb. 2024

Tech4Good, University of California, Santa Cruz

- Collaborated with cross-functional teams to design and develop a dynamic web application for tracking campus loop buses, enabling students to view bus locations and schedules in real time.
- Prototyped and refined user interfaces using Figma, translating designs into functional and user-friendly web solutions.

PERSONAL PROJECTS

Riot Stats Checker (WP.GG) - *Technologies: HTML, CSS, JavaScript, Python, and Firebase*

- As the product owner and scrum master, led the development of a full-stack website using Riot Game's Public API, allowing users to retrieve and view personalized game statistics.
- Integrated Firebase for secure backend hosting and seamless user data management.

Network Router and Firewall - *Technologies: Python (Mininet, POX Controller)*

- Implemented a simulated network for a multi-subnet environment, including routing and firewall rules to manage IP and ICMP traffic between trusted and untrusted hosts using Mininet and a custom POX controller.

Public & Private Key Cryptography - *Technologies: C*

- Developed a public and private key generator, encryptor, and decryptor using the Schmidt-Samoa cryptographic algorithm.

Multi-Threaded HTTP Server - *Technologies: C*

- Developed a multi-threaded HTTP server, capable of processing GET and PUT requests across different directories.

Order - *Technologies: C++*

- Built a Dictionary ADT using a Binary Search Tree to store and organize string keys with multiple associated value pairs, optimizing data organization and retrieval processes.