KUMARAN CHANTHRAKUMAR | KUMARANC46@GMAIL.COM \ 9179133893 \ HTTPS://GITHUB.COM/KCHAN440

College of Staten Island of the City University of New York - Staten Island, NY   **BS in Computer Science**
Expected Graduation: Dec 2020

University of Illinois at Urbana-Champaign - Champaign, IL   **2015-2017: Computer Science**
Attended on and off for 3 semesters while working to offset tuition. Eventually financial limitations urged me to move home and finish my degree in NYC.
CS125 - Intro to CS | CS225 - Data Structures and Algorithms | CS196 - Honors Software Engineering, TA

Stuyvesant High School - New York, NY
2011-2015 ACT: 36/36

Skills

Comfortable Languages: Java, Python, Bash, JavaScript/HTML/CSS   **Frameworks and Tools:** React, Redux, Angular, Git, Firebase, Postman, Vim, JIRA, Github

Work History

Software Engineering Intern | Agrible – Urbana, IL   08/2017 to 03/2018
- Created features, unit-tests and refactored the React.js web application: making codebase more modular, DRY and space/time performant.
- Upgraded Vagrant virtual machine to support local dev environment (ruby, python, yarn, npm) including database and testing tools.
- Created internal web service to automate manual pdf report generation from farmer JSON data.

Software Engineering Intern | Acadiasoft – Cambridge, MA   06/2016 to 01/2017
- Wrote java code generating Swagger API documentation for company web services.
- Assisted in shift from RAML specifications to Swagger. Tested API endpoints with Postman.
- Wrote JUnit test cases for multiple client-facing web services.

Software Engineering Intern | IGN Entertainment – San Francisco, CA   07/2015 to 08/2015
- Front-end styling tickets in CSS and bug fixes with PHP and Javascript.
- Upgraded IGN's content management system, written in Ruby on Rails, with new fields for editors along with respective API definitions.
- Winner of IGN's company-wide hackathon with "floating video" functionality on the iOS app, written with Objective C. Allows users to minimize and view video content while still browsing the app.

Market Research and UI/UX Design Intern| LiquidTalent – New York, NY   12/2013 to 08/2014
- Analyzed website and app data from Google Analytics, compiled reports for CEO and design team.
- Worked closely with the UI and UX team and contributed to the mobile application interface using Flinto.
- Recommendation letter from CEO: (https://kchan440.github.io/LTRec.pdf).

Personal Projects

MIT Hacking Arts 2016 (Winner of Autodesk's $2500 API Challenge)
- Formed a team to utilize song metrics from Spotify's API to generate unique 3D printable furniture models. "Song Generated Furniture". Only developer on team of business and design students.
- Link to winning pitch video: https://www.youtube.com/watch?v=ihs8oXz-5uo

Head Director (Development/Logistics/Hacker Experience/Finance) at Bridgehacs
- Started my own hackathon during my time in Cambridge, Massachusetts (https://twitter.com/hashtag/bridgehacs)
- Built the website using OpenShift connected to firebase. Website programmed in Angular.JS and all CSS is custom.
- Code for website can be found at (https://github.com/KChan440/BridgehaCS).
- Event sponsored by Microsoft and others, and tweeted to an audience of 18,000. Featured on The Boston Globe.

https://tellmeaboutyourlife.com/
- React.JS application encouraging substantial conversation among peers. Hosted on Google Cloud Hosting with Firebase as primary database.
- Code can be found on my github (https://github.com/KChan440/story_time)