Kumaran Chanthrakumar

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Education

University of Illinois at Urbana Champaign   08/2015-present
- **CS173:** Discrete Structures, **CS225:** Data Structures, **CS196:** Honors Software Engineering Course
  TA for CS196 the semester after taking the course.

Technical Skills

Fluent Languages: Javascript, PHP, HTML5, CSS3, Java, Coffeescript

Proficient Languages: Objective C, Ruby on Rails, Scala, C++, Python

Frameworks and Tools: Node.js, Angular.js, Django, Linux, Git, Robomongo, Firebase, MeteorJS

Work Experience

Software Engineering Intern at AcadiaSoft   Summer 2016
On-site: AcadiaSoft delivers margin automation and standards for companies engaged in collateral management.
- Responsible for creating Java unit tests to ensure reliable code pushes.

Software Engineering Intern at Getaway   Summer 2016
Remote: Startup company founded as part of Harvard's Innovation Lab.
- Responsible for building an intranet system that will migrate tracking and editing of booking
  information away from Google Docs and MailChimp.
- Using the WooCommerce API from Wordpress to display information on a Python based intranet page.
- Using the Go Canvas RESTful API to monitor when houses have been set up, sending a text message to
  Getaway staff when houses are "staged".

Front-end Web Development Intern at The City Tutors   Summer 2016
Remote: The City Tutors is currently using Google Docs to manage tutor information/progress.
- Leading team to create an intranet system for tutors and tutees to log tutoring sessions and progress.
- Website will use a MEAN based stack.

Software Engineering Intern at IGN Entertainment   Summer 2015
- Worked alongside full time software engineers with projects covering IGN's full stack.
- Front-end web development using PHP, Javacsript, CSS, and HTML.
- Worked directly with IGN's API (MongoDB database) as well as their content management
  system - written in Ruby on Rails.
- Programmed a functional "floating video" on IGN's iOS app – using Objective C - that would allow
  users to drag and drop videos to different sections of the screen while being able to browse
  content simultaneously.
- Winner of IGN's company wide hackathon, where I presented my "floating video" personal project
  to IGN's entire engineering team as well as the CEO and editorial chief.

Market Research and Design Intern at LiquidTalent   12/2013-08/2014
Interned at LiquidTalent, a platform for developers and employers to share talent and jobs.
- Joined the startup company in its early stages, with only 4 members on the team at the time.
- Analyzed website and mobile app traffic data and compiled the information to present to investors.
- Assisted with market research projects (contacting Universities and other tech organizations to
  manually connect developers with employers looking for short term work).
- Contributed to the UI/UX of the mobile application interface

Recognitions and Achievements
- 36/36 ACT Score
- Guest appeared on IGN's Anime Club podcast during my software engineering internship
- Published articles about anti-bullying in both *The Nation* magazine and *The Huffington Post*.