Kumaran Chanthrakumar

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Education

University of Illinois at Urbana-Champaign *(BS Computer Science)* **Expected Graduation: Spring 2020**

    CS173: Discrete Structures, **CS225:** Data Structures and Algorithms
    CS196: Honors Software Engineering - TA for CS196 the semester after taking the course.

Stuyvesant High School 09/2011 – 06/2015

*Standardized Testing – **ACT**: 36/36, **SAT**: 2140/2400*

Technical Skills

Comfortable Languages: Java, HTML5, CSS3, Javascript, shell scripting

Some experience: PHP, Swift, Objective C, Scala, C++, Python

Frameworks and Tools: React, Redux, Angular.JS, Git, Robomongo, Firebase, Postman, JIRA

Professional Experience

Software Engineering Intern at Agrible 08/2017 - Present

- Created Vagrant virtual machine that supports company's local dev environment.
- Wrote scripts to download and install dev libraries (ruby, python, heroku, yarn, npm)
- UI testing and front-end react development

Software Engineering Intern at AcadiaSoft 06/2016 – 01/2017

- Front-end Development using Angular on Yeoman architecture.
- Built a java writer that generates Swagger API documentation for all company web services.
- Wrote JUnit test cases for multiple client-facing web services.

Software Engineering Intern at IGN Entertainment 07/2015 - 08/2015

- Front-end web development using PHP, Javcsript, CSS, and HTML.
- 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 with "floating video" personal project presented to IGN's entire engineering team as well as the CEO and editorial chief.

Market Research and UI/UX Design Intern at LiquidTalent 12/2013 - 08/2014

- Worked directly with executive team assisting with pre-launch product design. (Rec Letter from CEO)

Personal Projects/Volunteer Work

Sounditure (Winner of AutoDesk API Challenge at MIT Hacking Arts) 11/19/2016 - Present

Formed a team to utilize music data from Spotify's API to generate 3d furniture designs.

- Worked on all of the CAD modeling with Autodesk Fusion 360.
- Built the program that takes a user inputted song, gathers song metrics from Spotify's API, and funnels metrics into mathematical equations I wrote to alter my custom furniture designs.

Head Director (Development/Logistics/Hacker Experience/Finance) at Bridgehacs 08/12/2016

Started my own hackathon during my time in Cambridge, Massachusetts

- Built the website using OpenShift connected to firebase.
- Event tweeted by Microsoft and others to an audience of 18,000, and featured on The Boston Globe.
- Raised ~ $2,000 to spend on resources for the event.
- Received 140 interested participants with 97 attendees, representing 24 different colleges.