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, Groovy

Professional Experience

Software Engineering Intern at AcadiaSoft   06/2016 - Present
On-site: AcadiaSoft delivers margin automation and standards for companies engaged in collateral management.
- Front-end Development using Angular on Yeoman architecture.
- Creating RAML endpoints to build into the company's API.
- Implementing secure file transfer protocols with Java and Groovy.

Head Director (Development/Logistics/Hacker Experience/Finance) at Bridgehacs   08/12/2016
Started a hackathon on my own during my time in Cambridge, Massachusetts
- Built the website from scratch using OpenShift connected to firebase.
- Reached out personally to companies to gain sponsors like Microsoft, Twilio, DigitalOcean, Vistaprint, and more!
- 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 confirmed RSVPs, with students representing 24 different colleges among those that were accepted.

Front-end Web Development Intern at The City Tutors   05/2016 - Present
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 Ruby on Rails with a PostgreSQL database hosted on Amazon Web Services.

Software Engineering Intern at IGN Entertainment   07/2015 - 08/2015
- 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 UI/UX Design Intern at LiquidTalent   12/2013 - 08/2014
Interned at LiquidTalent, a platform for developers and employers to share talent and jobs.

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*.