

# Srirang Subramanian

Full Stack Developer | Biological Engineer

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*With a background in Biological Engineering and a current full stack developer, I am interested in utilizing different technologies to solve human problems. From managing multidisciplinary research projects to developing code in team environments, I'm fascinated in resolving problems from unique perspectives. Nice to meet you!*

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## SKILLS:

- **Languages and Frameworks:** JavaScript, Python, jQuery, Node, Express, AJAX, HTML, CSS, Bootstrap, MaterializeCSS, LaTeX, MatLab
  - **Management & Deployment:** Git, Github, Heroku, Command Line
  - **Databases:** PostgreSQL | MongoDB
  - **Other Skills:** Creo, Trello
  - **Methodologies:** Object Oriented Programming | Authentication | User Stories | ERDs | Wireframing | Responsive Design
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## WEB DEVELOPMENT EXPERIENCE:

**Dekigoto-** *General Assembly SEI concept project(Python/Django)*

**May 2020**

- Developed a full-stack application allowing users to create, edit, and share events with other users and leave comments
- Utilized PostgreSQL to store event and comment data and return results filtered by user authentication
- Employed MaterializeCSS, jQuery/AJAX, and JavaScript to optimize user experience through minimalistic website design with interactive functions such as flashing buttons and animations

**Project Wayfarer-** *General Assembly SEI project(Javascript/React)*

**April 2020**

- Implemented a full stack application to create a travel community website for users to share tips on visited places
- Implemented backend setup through route setup and populated database with seed data
- Managed team progress through daily goal setting and recorded tangible progress via Trello
- Refactored code through async/await functions, and used React/Bootstrap to beautify website

**Blackjack!**-*General Assembly SEI project(Javascript)*

**March 2020**

- Built a browser based game based on blackjack card game utilizing HTML, CSS, and JavaScript
  - Developed player vs computer gameplay, with options to stay and hold during game progression and reset upon game completion
  - Refined object-oriented programming logic and HTML/CSS implementation
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## Additional Experience:

**Research Project: Mutagen** – *Department of Biological Engineering*

**January 2017-December 2018**

- Developed educational board game to promote viral therapy as alternative treatment to conventional antibiotic therapy
  - Coordinated meeting times, created, organized and distributed weekly tasks, including market research and contacting potential piece vendors
  - Conducted research on bacteria and viral infections, including reproduction conditions and lytic/lysogenic cycles
  - Designed probabilistic simulator (Monte Carlo) on MatLab to test game parameters
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## EDUCATION:

**General Assembly**

**May 12, 2020**

*Full Stack Engineer Certification*

*Software Engineering Immersive*

**University of Illinois at Urbana-Champaign**

**May 12, 2019**

*Bachelor of Science in Biological Engineering*

*Minor in Bioengineering*