MELVIN SURESHBABU

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EDUCATION

The University of Texas at Austin McCombs School of Business

Bachelor of Business Administration, Management Information Systems

Minor: Entrepreneurship

Certificate: Elements of Computer Science

Overall GPA: 3.95

Relevant Coursework: Data Structures, Algorithms, Game Development,

Software Engineering, Database, Web Development, Statistics

EXPERIENCE

Toyota Connected – *Incoming Software Engineering Intern*

June 2022

May 2023

Momentum – Co-Founder; Austin TX

December 2021 - Present

- Founded Momentum, UT Austin's premier student run startup accelerator
- Recruited 6 student run startups out of 20+ applicants for Momentum's inaugural cohort
- Selected 25+ student engineers out of over 60 applicants for Momentum's inaugural engineer cohort

Root – Technical Product Manager; Austin, TX

December 2021 - Present

- Developed custom translation technology that reduces language barriers in medical context
- Leveraged Microsoft Cognitive Services, Blazor, and Bootstrap to create application prototype
- Led team of consisting of 5 engineers, 1 UX/UI Designer, and 1 Business Analyst

TipX – Frontend Engineer; Austin, TX

May 2021 - December 2021

- Developed a dashboard to display employee tips and show branch data for customers using React, Django, and MangoDB
- Implemented authentication for user login and data storage using Auth0
- Automated repetitive tasks such as sending messages and generating monthly pdf reports increasing efficiency by 50%

University of Texas Austin (PAGL Singapore) – Lead Game Developer; Austin, TX

May 2021 – December 2021

- Led software development of Solar Run, a browser game and AR filter, using AJAX, JavaScript, Phaser.io library in 12 weeks
- Deployed and tested the game with over 200 people
- Spread awareness for skin care and UV exposure in Singapore resulting in participants increasing their awareness by 30%

PROJECTS

Portfolio Site - https://melv1ns.github.io/

Summer 2021

ReefDefense - https://melvin-s.itch.io/reef-defense

Spring 2021

- Led the Engineering of a Tower Defense Game in JavaScript and HTML5 utilizing Phaser CE
- Designed various game assets using pixel art and sprite sheets
- Deployed Game to itch.io where 400+ people played

UTrends - https://github.com/txconvergent/f20-bt-ai-nlp

January 2021

- Created a campus events app that shows utilizes machine learning to bring users succinct information about events
- Incorporated machine learning and natural language processing using BERT summarizer
- Utilized Web scraping using Python (Selenium) to dynamically pull events and React Native to create a mobile app demo

ADDITIONAL INFORMATION

Computer Skills: Git, Agile, Python, JSON, JavaScript, SQL, Database, HTML, CSS, Bootstrap, C#, ASP.NET, MVC, R

Certifications: React Native Basics, Responsive Web Design **Interests:** Piano, Poker, Chess, Startups, Working Out

Work Eligibility: Eligible to work in the U.S. with no restrictions