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 and Algorithms, Game Development, Software Engineering, Database, Web Development, Statistics	May 2023

EXPERIENCE

University of Texas Austin (PAGL Singapore) – *Lead Game Developer;* Austin, TX   May 2021 - Present
- Lead 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%

Psykhe – *Product/Technical Lead*; Austin, TX   June 2021 - Present
- Managed development of software products that connect students to their ideal therapist, resulted in 30+ connections
- Constructed website and relational database system using WordPress and AWS cloud which led to 25% more traffic
- Created web scrappers with Python to automatically find therapist information and expand database by 50%
- Lead a Tech Intern through multiple data scrapping projects with Selenium and Python creating 800+ therapist leads

Convergent AI Powered Tech Team – *Full stack Developer;* Austin, TX   September 2020 – January 2021
- Collaborated with a team to engineer UTrends, a machine learning driven campus events app over 12 weeks
- Achieved the highest average overall score out of 16 competing teams earning 'Best Overall' and the grand prize of $100
- Utilized Python and Firebase to develop the back end and React Native to develop the Front End of the prototype

PROJECTS

ReefDefense - *https://melvin-s.itch.io/reef-defense*   Spring 2021
- Lead 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

Music Store Web Application - *https://github.com/mis333k-spr21/spr21team4finalproject*   May 2021
- Collaborated with a team of 4 to create a music store Web Application with search, login, purchase, and checkout abilities
- Produced the application using C#, ASP.NET, MVC, and an Azure Database
- Developed as a final project in MIS333k and earned 4th place out of 20+ competing teams

UTrends - *https://www.youtube.com/watch?v=txl4dR_Q0Ro*   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

HONORS
- McCombs Fall Case Competition (2nd Place $1000)   Fall 2019
- University Honors (4 semesters)   Fall 2019 - Spring 2021

ADDITIONAL INFORMATION
Computer Skills: Git, Python, JavaScript, Java, SQL, Database, HTML, CSS, C#, ASP.NET, MVC, R
Certifications: React Native Basics, Responsive Web Design
Languages: Fluent in Tamil, English
Interests: Piano, Poker, Chess, Startups, Working Out
Work Eligibility: Eligible to work in the U.S. with no restrictions