Raghavendra Pranith Koppula

9523 Mitchell Glen Dr. Charlotte, NC. 28277 | 980-729-1649 | koppularaghavendra@gmail.com | Class of 2023

EDUCATION

UNIVERSITY OF NORTH CAROLINA AT CHAPEL HILL | MAY 2023
Majors: Bachelor of Science, Computer Science | Bachelor of Arts, Political Science
GPA: 3.58/4.00
Clubs: CS+SG, WebDev Carolina, Developers Club
Relevant Coursework: Data Structures and Algorithms, Object Oriented Programming, Web Development, System Fundamentals, Discrete Structures, Computer Organization and Architecture

HIGH SCHOOL DIPLOMA | CLASS OF 2019 | ARDREY KELL HIGH SCHOOL
GPA: 3.95/4.00
Honor Societies: Member of the National Honors Society, National Technical Honor Society,
National English Honor Society, and Mu Alpha Theta.

EXPERIENCE

INTERNSHIP | CENTENE UNDERGRADUATE SOFTWARE ENGINEER | SUMMER 2020
- Assisted in developing additional functionality to Rules UI project through scrum and agile methodologies, containerization in docker, developing MongoDB databases, and developing web apps using Angular.
- Created reusable components that saved code. Wrote cypress testing scripts that saved UAT resources and helped resolve bugs.
- Allowed end user to update and validate data, allowing client to move away from manually created spread sheets, and save time from 12 weeks per authorization, to hours.

CLUB | WEBDEV CAROLINA PROJECT RESOURCE MANAGER | 2020-PRESENT
- Attained project resource manager leadership position to allocate, manage, and find resources for learning new technologies. The role included finding courses online, distributing these resources to developers, and teach other developers.
- Also acted as a developer and attended leadership meetings to discuss improvement on team.

JOB | ITS HOTLINE ROOM CHECKER | 2019-PRESENT
- Check university rooms for supplies and reported problems with systems, and general classroom dependencies.
- 9-12 hours per week, requiring customer service skills, debugging and observational skills, and independence.

PROJECTS

SCHOOL | HEEL TIPS | 2020-PRESENT
- Post based app where users can create, read, update, and delete posts/tips used to help students academically and strategically.
- Developed using Angular, MongoDB and Node.js for RESTful API routes and CRUD operations.
- Deployed the app to Heroku at (https://heel-tips.herokuapp.com). Email: test@heel-tips.com. Password: test
- Hosted on GitHub here (https://github.com/rpranith/unc_resource_manager)

SCHOOL | CS + SG BACKEND TEAM LEAD | 2020-PRESENT
- Currently with the club working on a web application which aims to track client's canvassing efforts for their annual fundraising initiatives, with volunteer and admin views.
- Using React, Firebase and Node.js for RESTful API to build auto updated dashboard and implementing history/logging changes to each edit on canvass houses.
- Implemented authentication using Firebase that allows admins to whitelist volunteers and approve them for the application.

PERSONAL | HACKATHON WHACKAMOLE GAME | 2019
- Created Whack amole game in hackathon using MVC Observer/Observable Design patterns along with threads
- Put it on in GitHub (https://github.com/bsweyand/401Hackathon-Whack-a-mole).

SKILLS

Software/Technologies: Proficient in Java Script and Java. Intermediate knowledge in JavaFX and Swing programming. Advanced knowledge in HTML, CSS, and Bootstrap. Advanced knowledge in Angular, React, NodeJS, and MongoDB. Intermediate knowledge in C, Python. Proficient in AutoCAD and Inventor. Intermediate knowledge in Flutter.
Media: Basic knowledge in Adobe Photoshop and Premiere. Advanced in Microsoft Office. Proficient in Lightworks. Proficient knowledge in LMMS.
Languages: Conversational Telugu, Intermediate Spanish