

# Raam Nachiappan

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## TECHNICAL QUALIFICATIONS

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**Proficient:** Python, Java, SQL, HTML, CSS

**Familiar:** JavaScript, AngularJS, C++, C

**Tools:** Git, Eclipse, IntelliJ IDEA, Docker, Android Studio

## WORK EXPERIENCE

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### Software Engineering Intern, Fidelity Investments

*Jun 2017 – Sept 2017*

- Implemented a self-service application for the personal investing team to automatically create a library form of data when users deploy their application through it.
- Worked with Python, Java, SQL, HTML, CSS, and JavaScript
- Used Docker to containerize the application and allow for easy testing and performance analysis.
- Wrote detailed tests for API and unit testing to allow for daily deployments

### Software Developer Intern, Schoolr

*Dec 2015 – Aug 2016*

- Worked with HTML, CSS and Ionic framework for front-end development on multiple applications.
- Worked closely with customers in an Agile start-up
- Met up consistently for code reviews and to discuss the progress of the application

### Undergraduate ICS Lab Tutor, UCI School of ICS

*Jan 2015 – Mar 2015*

- Tutored undergraduate students in data types, data structure implementation and algorithmic analysis
- Helped student understand and debug their Python and C++ programs improving their programming skills
- Held office hours for students to come in to ask questions about their homework or labs

## PROJECTS

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### Search Engine / Web Crawler

*Jan 2017*

Developed a search engine which uses a web crawler to index and scrape web domains for document retrieval. Used TF-IDF to rank documents and return the most relevant documents for the search queries.

### Fabflix Web Application

*Sept 2016*

A complete online movie sales and streaming website implemented as a Java web application with a MySQL backend. Users can create accounts, browse/search movies, and add movies to cart for checkout.

### Google Drive Client

*Aug 2016*

Worked with Google REST API and created a PHP script which enables users to add or remove files from their Google Drive. The program can check file details and modify them each individually.

### Video Game Automation Software

*Feb 2016*

Created several scripts that automate gameplay in various multiplayer games. The scripts also randomize mouse movements and click frequencies to emulate human behavior.

*All projects can be found on my Github*

## EDUCATION

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### University of California, Irvine

*September 2014 – December 2017*

B.S. Computer Science

Cumulative GPA: 3.41

Technical GPA: 3.76