SAMVRITH ANAGOLUM

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An aspiring, self-driven, creative, and intuitive problem-solving Software Engineer with an intent to bring about meaningful improvements in people's lives.

EDUCATION

Bachelor Of Science - BS, Software Engineering, Pennsylvania State University   Class Of 2025
GPA 3.5, Dean's List × 2.

Relevant Coursework

CMPSC:	**465** Data Structures and Algorithms, **461** Programming Language Concepts, **445** Applied Machine Learning in Data Science, **431W** Database Management Systems, **360** Discrete Mathematics for Computer Science
SWENG:	**481 & 480** Senior Capstone Project, **452W** Embedded Real Time Systems, **431** Software Verification, Validation, and Testing, **421** Software Architecture, **411** Software Engineering, **311** Object-Oriented Software Design and Construction
CMPEN:	**461** Communication Networks, **441** Operating Systems, **351** Microprocessors
IST:	**412** The Engineering of Complex Software Systems
ENGR:	**405** Project Management for Professionals

SKILLS

Proficiencies	Full Stack Dev, Web Dev, Software Design, OOP, Linux, AWS
Languages	React.js/Next.js, Node.js, JS/TS, C++, C, Java, Go, C#, Python, HTML, CSS + Tailwind CSS
Databases	MongoDB, DynamoDB, JavaDB
Dev Practices	Git/Github, TDD, Documentation, Agile
Soft Skills	Communicator, High EI, Creative, Natural Leader, Flexible, Team-Spirited

PROJECTS

Schelper A class scheduling app for internal use in Penn State, built as a web app using React/Next.js, Tailwind, MongoDB, as well as NGINX for routing and PM2 for live server.

DineAndDiscover An event discovery and reservation app using NetBeans Java + SQLite for a hypothetical theme park. Features include user authentication, profile management, event browsing and management, and checkout.

Pic To Plate A recipe recommendation web app that utilized NLP and computer vision. The tech stack for the web app included Next.js, Tailwind CSS, AWS DynamoDB, PyTorch, FastAPI, and AWS EC2.

The Ramiverse Ramiverse is a web platform that allows users to upload and explore virtual worlds built using the Unity platform. The web app leveraged Next.js, Tailwind, MongoDB, and AWS S3, CloudFront, and EC2.

Tetris I recreated the popular Tetris video game in Java using the MVC (Model - View - Controller) architecture. In this way, one could add as many kinds of shapes as needed without changing the existing code

Personal Website My personal portfolio website can be accessed here.