

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.

A natural leader who excels with teams. Also works well under instruction

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 - TECHNICAL

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](#).