Sankarsh Makam

Software engineer with a strong background in web development and passionate about data modeling and visualisation.

Contact

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Education

Website: University of Bristol, Sep 2021 - Present
Graduation in July 2025
MEng in Mathematics and Computer Science
Bishop Wordsworth School
A Levels, Sep 2019 - July 2021
A* A* A* A in Mathematics, Further Mathematics, Chemistry and Physics
GCSEs, Sep 2017 - July 2019
12 GCSEs with 9s in Mathematics, Physics, Chemistry and Biology

Experience

Oxbridge
Summer Course, July 2018 - Sept 2018
Designed and built a small car to follow paths and avoid obstacles powered by an Arduino. With optional user input, the car followed autonomy level 4. Worked together in teams to program in a modified version of C++.

Languages

JavaScript; HTML; CSS; Python; SQL; Typescript; C; Haskell, Elixir; Java; R

Technologies

React; Vue; Express; Flask; MongoDB; Postgres; REST; Nuxt; ThreeJS; webpack; Electron; Git; Docker; AWS; Google Cloud;

Side Projects

Sank6/Discord-Bot-List
Creator of Discord Bot list, a responsive, full stack site to display a selection of bots available on Discord built using Express and MongoDB with Pug for rendering. Used by many people to host their own collection of bots

Sank6/Conways-Game-3D
A 3D implementation of the cellular automaton, Conway's Game of Life. It is restricted due to computing power with rendering multiple entities in 3D. Uses ThreeJS to render a scene in a browser with WebGL. Also made a similar animation for Dijkstra's pathfinding algorithm in 3D.
Sank6/Nickel
A tool to analyse text and visualise information like the index of coincidence and letter frequencies. It also auto-solves ciphers such as the Affine Shift and the Vigènere. Built using NodeJS and packaged into a desktop application using Electron.
Sank6/Journal-App
A self-hosted diary using a PWA as its interface. I made it to record sensitive data without ads or features locked behind a paywall. Built using Elixir and the Phoenix framework and storing the data in a Postgres database.

Hackathons

CSS GameJam: Sank6/Boo (Second Place)
Boo, October 2021
A halloween themed puzzle game in a 14x10 grid built in PyGame for the CSS GameJam 2021. We worked in teams over a 24 hour period to build the game and its assets.

ShowCode Gamification: Sank6/Dawn
Dawn, August 2021
A progressive web app designed to help people with executive dysfunction or depression deal with completing everyday tasks and rewarding this behaviour.

Challenges and Awards

○ Sixth Form College Prefect 2020
○ UKMT Senior Maths Challenge 2019
○ Ritangle Maths Challenge 2019 - Finals
○ Physics Olympiad 2019
○ Arkwright Engineering Scholarship 2018
○ Bronze DofE 2018

Hobbies and Other Interests

○ Led a programming club of 20 students in sixth form
○ Fluent in English, Telugu, Kannada and can understand German and Hindi
○ Playing badminton
○ Playing the guitar