Shanth Koka

✉ shanthkoka@gmail.com ☎ (713) 825-4004
🌐 shanthatos.dev in LinkedIn

EDUCATION

University of Texas at Austin

B.S. Computer Science Honors
B.S. Mathematics
Aug 2020 – Dec 2023
Major GPA: 3.92

SKILLS

Languages

Python, Java, TypeScript, SQL, C#, HTML, Brainf**k

Software

FastAPI, React & React Native, Godot, Tailwind

WORK EXPERIENCE

Applied AI Engineer

Crunchyroll   **Jul 2024 – Present**

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- **Skills:** Python, Google Gemini, GCP & Terraform

Software Developer

Paycom   **Dec 2023 – Jun 2024**

- Contributed to the redesign of Paycom's candidate application page as a part of the ATS team.
- Independently adapted the application page to a mobile responsive design.
- Embraced the workflow process & codebase within a few weeks, transitioning quickly to larger scale projects.
- **Skills:** PHP, Typescript (React), C#, Git, Jira

Product Engineer Intern

Deloitte   **Jun 2023 – Aug 2023**

- Spearheaded the creation of a comprehensive JUnit Test Suite analysis tool for the AppMod Product Team.
- Utilized the tool to collect & analyze over 2500 IMS Java Runtime tests and identify common IMS DB properties such as logical relationships, secondary indices, database types, etc.
- Enabled property-based SQL queries within the tool, streamlining developer testing processes and reducing testing time from 35 minutes to an impressive 30 seconds.
- **Skills:** Java (JUnit, Reflection, Class Loading), Cobol, IMS DB

PROJECTS

Compiling Pythonic to Brainf**k – Portfolio Entry

- Conceptualized a custom assembly language with arithmetic, memory access, stack manipulation, branching, and IO.
- Built a CPU implementation in Brainf**k's limited coding environment that supports my custom assembly language.
- Designed a pythonic high-level language and built its compiler to target my assembly language. Language features include expressions, if-statements, loops, functions, classes, inline assembly, and magic dunder methods.
- **Skills:** Python, Assembly, Compilers, Brainf**k

Interim – C# Behavioral State Machine – Portfolio Entry

- Collaborated within a team of six to design and build a captivating 2D story-driven side-scroller platformer game: Interim.
- Implemented a C# based Behavioral State Machine to enhance the variability and complexity of enemy AI in the game.
- **Skills:** C#, Unity, State Machines

NumBlitz – Mental Math Mobile App – Portfolio Entry, App Store

- Currently developing a mobile app targeted at K-12 students for learning and practicing over 100 mental math tricks.
- Self-hosting a FastAPI server on my Raspberry PI to infinitely generate random problems tailored to each math trick.
- Leveraging mobile-first principles and React Native to build for IOS, Android, & the Web.
- **Skills:** Supabase, Python (FastAPI), Typescript (React Native & Expo), NativeWind (Tailwind for React Native)