

# Shanth Koka

✉ [shanthkoka@gmail.com](mailto:shanthkoka@gmail.com)

☎ (713) 825-4004

🌐 [shanthatos.dev](http://shanthatos.dev)

🌐 [LinkedIn](#)

## EDUCATION

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### University of Texas at Austin

B.S. Computer Science Honors

B.S. Mathematics

Aug 2020 – Dec 2023

Major GPA: 3.92

## SKILLS

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### Languages

Python, Java, TypeScript, PHP, SQL, C#, HTML, CSS

### Software

FastAPI, Flask, Spring, React & React Native,

Unity, Godot

## WORK EXPERIENCE

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### Software Developer

#### Paycom

Dec 2023 – Present

- 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

### Frontend Engineer Intern

#### Aristocrat Technologies

Jan 2023 – Jun 2023

- Quickly mastered the codebase & design of Aristocrat's Unity C# Frontend GDK (Game Development Kit) within 2 weeks.
- Designed and engineered an automated Frontend GDK testing framework, effectively streamlining and automating manual testing tasks, and reducing manual labor by 20 hours per week.
- Skillfully developed and presented 5 distinct unit tests showcasing the benefits and efficiency of the new framework.
- **Skills:** C# (NUnit), Unity, MVC Pattern

## PROJECTS

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### TexasMathContests + Randomized Math Test Generator – [Portfolio Entry](#)

- Designed, and independently developed a dynamic full-stack web application to facilitate both in-person and virtual Math & Science Tournaments; successfully engaging 2000+ students from Texas over the course of 4 years.
- Added functionality for managing registration, online payments, email notifications, and real-time results tabulation.
- Created a Math Test Generator to rapidly produce tests for weekly virtual tournaments; hosted >60 virtual tournaments.
- **Skills:** Python (Flask, SQLAlchemy), HTML, CSS, JavaScript (jQuery), Stripe Payments API

### 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](#)

- Currently developing a mobile app targeted at K-12 students for learning and practicing over 100 mental math tricks.
- Leveraging mobile-first principles and React Native to build for iOS, Android, & the Web.
- **Skills:** Python (FastAPI & SQLAlchemy), Typescript (React Native & Expo), SQL