

Shanth Koka

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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, Spring, React & React Native, Unity, Godot

WORK EXPERIENCE

Applied AI Engineer

Crunchyroll

Jul 2024 – Present

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- **Skills:** Python, Google Gemini

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)