Shriman Oppilamani

github.com/shrimanpro | linkedin.com/in/shriman-oppilamani | shriman.pro | shriman.oppilamani@gmail.com | (510)-766-6959

Education

Arizona State University May 2026

Bachelor of Science in Computer Science, GPA 4.10/4

Skills

Languages: Rust, C++, Java, Python, HTML, CSS, Javascript, SQL, C#, GDScript
Technologies: MySql, Unity3D, Linux, React, TailwindCSS, Unreal Engine, FastAPI, Godot, MariaDB

Projects

Haven – Hackathon Sept 2025

Full-Stack Developer

- Developed a responsive web application using React.js and Tailwind CSS for a clean, intuitive user experience.
- Integrated Gemini API to provide empathetic venting feedback, journal summarization, and tailored meditation prompts.
- Leveraged Imagen 3 to generate calming visuals based on journal moods, creating an immersive "living diary" experience.
- Designed core features including vent mode, journal mode with insights, and guided meditation mode with visual accompaniment.
- Prioritized privacy and personalization, storing journals locally with secure access.

Custom Pseudocode Compiler – Solo Class Project April 2025 - May 2025

Systems Programmer

- Built a compiler in C++ to parse and execute pseudocode with loops, conditionals, switches, and arithmetic operations.
- Designed a comprehensive Abstract Syntax Tree (AST) and context-free grammar before implementation to ensure modular code generation.
- Implemented components for lexical scanning, parsing, and execution, applying compiler theory in practice.
- Demonstrated ability to independently design and deliver complex systems' software.

Linux Process Management Tool (Zombie Killer) – Solo Class Project March 2025 - May 2025

Systems Programmer

- Engineered a resource reclamation tool in C++ to detect and terminate "zombie" orphan processes, mitigating system resource exhaustion.
- Implemented direct interaction with the Linux /proc filesystem to analyze process states, parent-child relationships, and signal handling.
- Optimized CPU scheduling efficiency by manually managing process control blocks (PCBs), reinforcing a deep understanding of OS kernel internals.

SunHacks 2023 – Hackathon Project (Best Education Award) Sept 2023

Unity Developer

- Collaborated with a team of 4 to design and build an educational Unity game that helped students learn calculus concepts interactively.
- Implemented core gameplay mechanics and Unity scripting in C#, ensuring smooth player experience and accurate representation of math challenges.
- Project recognized with the Best Education Award, highlighting impact and creativity in educational game design.