

SONIA CHARLES THALATOTI

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TECHNICAL SKILLS:

- **Programming Languages:** C++, Python, Java, C#, SQL
- **Web & Backend:** ReactJS, .NET, Microsoft Azure, MSSQL, JavaScript, HTML, CSS
- **Tools & Platforms:** GitLab, Android Studio, MySQL, Google Maps API, OpenGL, Microsoft Excel
- **Concepts:** REST APIs, Object-Oriented Programming, GitHub Copilot, ChatGPT for code refactoring, Data Analysis

EDUCATION:

Master of Science in Computer Science

Michigan State University, East Lansing

Expected May 2026

Bachelor's in Computers and Information Sciences [Dean's List]

Michigan State University, East Lansing

Aug 2021- May 2025

GPA: 3.84/ 4.0

EXPERIENCE:

Software Engineer Intern – TechClub In | Lincolnshire, Illinois

Sep 2024 - present

- Developed AI-driven ATS integrations (e.g., Recruitee, Avature, BambooHR) using RESTful APIs, webhooks, and JSON data mapping to automate candidate synchronization across systems.
- Implemented and debugged API endpoints using Node.js and Postman, ensuring reliable real-time data flow between AI analytics and ATS platforms.
- Collaborated within an Agile development team, participating in daily stand-ups, sprint planning, and peer code reviews, using Git/GitLab for version control and merge conflict resolution.
- Designed and maintained unit and integration tests, achieving higher API reliability and data integrity.
- Authored and updated technical documentation (data schemas and integration notes) to enhance cross-team communication.

Backend Developer - Meijer (CAPSTONE) | East Lansing, Michigan

Aug 2024 – Dec 2024

- Collaborated in a team of 5 developers under an Agile framework to design and build a full-stack e-commerce simulation platform.
- Led backend development in C#/.NET, creating and maintaining RESTful APIs to support cart operations, checkout, and mPerks rewards gamification.
- Integrated donation logic and rewards algorithms that increased simulated customer interaction by 20%.
- Designed and optimized SQL Server database schemas, stored procedures, and queries for high-performance data retrieval.
- Conducted extensive unit testing and debugging using swagger and Postman, improving backend reliability and reducing API error rates.
- Collaborated closely with frontend teammates on ReactJS integration, ensuring seamless API consumption and effective data visualization.
- Deployed and monitored backend services on Microsoft Azure App Service with GitLab CI/CD, maintaining uptime and efficient delivery pipelines.

PROJECTS:

Computer Graphics Project – 3D Letter Modeling & Texturing (C++ | OpenGL | Computer Graphics)

- Designed and implemented a 3D model of the letter 'S' by tessellating a 2D shape in the XY-plane and extruding it along the Z-axis to create a volumetric structure.
- Generated and connected vertices to form quads for the letter's side surfaces, ensuring smooth boundaries and a recognizable shape.
- Applied three distinct textures: one for the top face, one for the bottom, and one for the side surfaces, simulating a “rubber-band” texture mapping technique for accurate 2D-to-3D unfolding.
- Gained hands-on experience with 3D graphics pipeline concepts, including tessellation, vertex manipulation, texture coordinates, and real-time rendering in OpenGL.

Mobile App - Campus Event Scheduler (Java | Android Studio | Google developer | MySQL)

- Collaborated with a team to develop an Android app that centralized campus events, allowing students to discover, RSVP, and set reminders for upcoming activities.
- Built a backend system with MySQL to enable event organizers to create, edit, and manage events efficiently.
- Integrated Google Maps API to display event locations and provide in-app navigation.
- Designed intuitive user interfaces in Android Studio following Material Design principles for a smooth and accessible user experience.

AWARDS AND HONORS:

MSU, College of Engineering Amazon Sigma Award Winner for Computer Science.

MSU, International Student Academic Scholarship Recipient (2021–2025)

LinkedIn, SQL Essential Training, June 2025.