

# Srijith Venkateshwaran

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## EDUCATION

**Michigan State University** | East Lansing, MI

May 2023

College of Engineering

Bachelor of Science in Computer Science, Minor in Business, E-Board of CIUS, E-Board of GYLN

Cumulative GPA: 3.83/4.00 - Dean's List

## SKILLS

**Python** – Proficient

**C/C++** – Proficient

**Microsoft Office Suite** – Proficient

**Java** – Intermediate

**SQLite** – Intermediate

**Adobe Suite & Sony Vegas Pro** – Intermediate

**HTML** – Beginner

**Interests** – Graphic Design; Photography; Video Editing; Powerlifting

## PROFESSIONAL EXPERIENCE

**MSU Computer Science and Engineering Department** | East Lansing, MI

December 2021 – Present

*Undergraduate Learning Assistant*

- Facilitated a weekly introductory Python lab to teach content and assist in group work with 30 students
- Encouraged collaboration within students to study and reason out problems together
- Graded 20 CSE projects every week, and provided individual feedback to assigned sections

**MSU Information Technology** | East Lansing, Michigan

June 2021 – Present

*Student Desk Analyst*

- Assisted a multitude of users with varying levels of education in technology, while furthering my own in the process
- Utilized a knowledge base holding all the information regarding common problems in MSU's infrastructure.

## PROJECTS

**Mouse Trap** | East Lansing, MI

October 2020 – December 2020

*Project Developer*

- Project displays a mouse trap that comes down and captures the mouse, includes frame functionality allowing the user to go frame by frame or rewind the action of the mouse being trapped
- Implemented a multitude of different types of classes that interacted with each other to make the project flow in unison
- Developed a program that brought together principles of Object-Oriented Programming and furthered my knowledge in C++

**Balloons Tower Defense Game** | East Lansing, MI

September 2020 – October 2020

*Project Developer*

- Worked with a close-knit team of 4 other programmers to develop a Balloons Tower Defense game, which had multiple levels and different towers
- Implemented the back end and functionality of the game such as implementation of tower detecting balloons, balloon pops being registered, score updating, level switching and animations for all movements
- Furthered my knowledge while integrating C++ and XML to load pictures and display the game

**PEAK** | East Lansing, MI

June 2017 – October 2017

*Project Developer*

- Created a program that emphasizes principles of learning through cognitive quizzes and provides results for the instructors
- Furthered my skills while creating a program that would be used with students to further their cognitive abilities
- Recognized by William D. Strampel, Dean of College of Osteopathic Medicine, for my contribution in the creation of this computer application.