

# Balasai Srikanth Ganti

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## EDUCATION

### Master of science, Computer Science

August 2023 - May 2025

University of Florida, Gainesville, United States

CGPA: 3.74

**Courses:** Advanced Data Structures, Computer Graphics, Distributed Operating Systems, Human Computer Interaction, Intro to Cryptology, Computer Networks, Intro to Data Science, Data Engineering, Engineering Leadership, Entrepreneurship

### Bachelor of Technology, Electronics and Communication Engineering

June 2016 - June 2020

GITAM University, Hyderabad, India

CGPA: 8.41

## SKILLS

**Languages:** Python, C++, C#, Java, JavaScript, F#, SQL, OpenGL, R | **Databases:** MySQL, ELK, MongoDB, Elasticsearch, Kibana  
**Web Technologies:** HTML, Figma, CSS, Sketch, Adobe XD | **Frameworks:** Spring, Spring Boot, Spring MVC, Maven, Hibernate, React JS, Tailwind CSS | **Developer Tools:** Git, SVN, JIRA, Jenkins, CI/CD, Azure DevOps, Postman | **Design Tools:** Adobe Photoshop, Adobe Illustrator | **Other skills:** SDLC, Agile Methodologies, Prototyping and Wireframing, User research, journey mapping, persona development, Usability Testing, Typescript. Object-Oriented Programming, Front-End Development.

## WORK EXPERIENCE

### CO-Webmaster

December 2024 – Present

University of Florida - Gator User Design Club, Gainesville, Florida

- Engineered the club website by leveraging front-end technologies including React.js, HTML, CSS, and JavaScript, leading to a 50% reduction in reported UI/UX issues and improved accessibility.

### Graphic Designer

December 2023 - present

University of Florida - College of Liberal Arts, Gainesville, Florida

- Designed **100+** inclusive, diverse, print media projects, increasing client engagement by **30%**, strengthening brand presence.

### Project Engineer

September 2020 - March 2023

Wipro Ltd, Hyderabad, India

- Developed queuing and messaging modules for aircraft communications, optimizing Java Spring Boot, Apache Camel, and ActiveMQ to process **10 Million+** messages monthly.
- Engineered a microservice with REST APIs to encrypt, decrypt, and process **100K+** JSON tokens daily, ensuring secure and efficient data transmission via the client gateway.
- Developed a responsive User Interface for a critical airline operations dashboard, enhancing web usability and increasing page interaction efficiency by **70%** using HTML, CSS, JavaScript, React and adhering to **User-Centered Design (UCD) principles**.
- Configured CI/CD pipelines for legacy modules using Jenkins and Azure DevOps, automating build and deployment processes, reducing deployment time by **40%** and accelerating development cycles.
- Resolved over **100+** UI/UX application defects, achieving a **35%** reduction in bug rates within the development cycle and enhancing overall system stability.
- Ensured **99%** system uptime, proactively monitoring front-end performance, resolving rendering issues, and optimizing API calls for improved responsiveness.

### Implant Trainee

June 2019 - June 2019

Indian Space Research Organization/ISTRAC, Bangalore, India

- Developed a full-stack telemetry monitoring system using React.js, Node.js, and WebSockets, enabling real-time spacecraft tracking and improving operational efficiency by **40%**.
- Developed signal processing and data compression algorithms, cutting telemetry data redundancy by **45%** and improving transmission reliability by **20%**, optimizing ground station storage efficiency.

## PROJECTS

### Portfolio Website [JavaScript, Tailwind CSS, HTML, React, Vite, and Three.js]

May 2024 - June 2024

- Developed a responsive personal portfolio website emphasizing efficient UI/UX design, hosted on GitHub Pages.
- Integrated Three.js for dynamic 3D model rendering, optimized performance with Vite for fast bundling, and enhanced UI responsiveness using Tailwind CSS and GSAP for smooth animations and scrolling effects.

### Productivity Pal – UI/UX lead [Figma, Flutter, GoLang]

December 2023 - April 2024

- Led UI/UX design for Productivity Pal using Figma, and developed an android application using Flutter, applying HCI. Conducted surveys with **24 participants**, reducing errors by **15%** and boosting engagement by **20%** through gamification. Developed and implemented 4 key interface improvements using GoLang and user feedback.

### 3D Gator Habitat mapping – Computer Graphics [OpenGL, C++]

November 2023 - December 2023

- Developed a 3D graphics rendering application using OpenGL, emphasizing parallax and normal mapping for realistic textures and light interactions, with features for real-time object manipulation and in-depth exploration of advanced 3D graphics principles.

### Unity Game – Super Kung-Fu Kitty | Link: [https://simmer.io/@pineapple\\_MS/super-kung-fu-kitty](https://simmer.io/@pineapple_MS/super-kung-fu-kitty)

April 2020 - May 2020

- A Platformer game in the likes of space invaders. Implemented using C# in Unity and deployed to simmer.io