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# Sukrit Mehra

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## EDUCATION

**California State University, Long Beach**, Long Beach, CA

*Expected graduation date: Dec 2019*

Major: Computer Science | Minor: Computer Security | Senior Standing | GPA: 3.23

## PROFESSIONAL EXPERIENCE

**Thales**, Irvine, CA

*Software Architect Engineer Intern, June 2019 – August 2019*

- Automated PI planning Readiness KPI under confluence to track progress for SW ARCH Project work/status.
- Integrated Logical architecture of Content Loading services into Global Architecture for Team to use for future dev.
- Redesigned Enterprise architect scripts to automate the verification of the design model of Architecture.

**Ubiqomm**, San Diego, CA

*Research and development Intern, July 2018 – August 2018*

- Conducted R&D of Solutions for implementation of gunshot recognition in smartphone devices.
- Developed speech recognizer using TensorFlow Machine Learning library to implement audio recognition.
- Underwent training in Spark, PyTorch and other tools to implement neural nets with embedded systems.

## SKILLS

**Programming:** Java, C++, Python, C#, SQL, JavaScript, JQL

**Tools:** Eclipse, Microsoft Visual Studios, Linux, Unity, Android Studio, Enterprise Architect, Jira, Confluence

**Frameworks/ API's:** Electron, REACT NATIVE, Express.js, Node.js

## PROJECTS

**Phuket List**, Long Beach, CA

*Developer, January 2019 - Present*

- Designed and Launched a social media website built on React Native to connect people to complete their bucket list.
- Implemented Google API to enable secure login and deployed website on Heroku app to host the website.
- Integrated Frameworks like Nodemailer, Node, Express to implement components required for website functionality.

**VR Flappy Bird – Beach Hacks**, Long Beach, CA

*Winner, April 2018*

- Developed a student-created virtual reality “Flappy Bird” Game using Unity, Oculus and Myo Api's.
- Designed 3D endless map creation algorithm to improve performance and rendering to ensure smooth gameplay.
- Integrated Myo bands with Unity to allow motion in game when player physically flaps their arms to control the bird.

## COMPETITIONS

**ACM International Collegiate Programming Contest**, Riverside, CA

*Contestant, November 2017 & 2018*

- Utilized data structures and algorithms to solve word problems with complex inputs to solve within the time limit.
- Lead a team of 3 members to solve contest problems in a internet free environment.

## ACTIVITIES

**Theta Tau Professional Engineering Fraternity**, Long Beach, CA

*Founder, December 2018 – Present*

- Founded the First and only chapter of the Professional Engineering Fraternity in the entire CSU System.

## INTERESTS AND HOBBIES

Software, Technology, Robotics, Leadership, Game development, Software development