

Surendra Jammishetti

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EDUCATION

University of California, Santa Cruz

Bachelor of Science in Computer Engineering

GPA 4.00

Aug. 2023 – June 2026

EXPERIENCE

Artificial Intelligence Researcher

ACM AI Research Lab

Nov. 2023 – Present

Santa Cruz, CA

- Explored methods to generate video game dungeons based off of *The Legend of Zelda*
- Developed a game in Java to test the generated dungeons
- Contributed 50K+ lines of code to an established codebase via Git
- Conducted a human subject study to determine which video game dungeon generation technique is enjoyable
- Wrote an 8-page paper and gave multiple presentations on-campus
- Presented virtually to the World Conference on Computational Intelligence

Undergraduate Research Assistant

UCSC IRKM Lab

March 2024 – Present

Santa Cruz, CA

- Developed a REST API using FastAPI and PostgreSQL to store data from learning management systems
- Developed a full-stack web application using Flask, React, PostgreSQL and Docker to analyze GitHub data
- Explored ways to visualize GitHub collaboration in a classroom setting

Software Engineering Internship

Dream Voyage

Feb. 2024 – April 2024

San Jose, CA

- Communicate with managers to set up campus computers used on campus
- Assess and troubleshoot computer problems brought by students, faculty and staff
- Maintain upkeep of computers, classroom equipment, and 200 printers across campus

PROJECTS

Gitlytics | *Python, Flask, React, PostgreSQL, Docker*

June 2020 – Present

- Developed a full-stack web application using with Flask serving a REST API with React as the frontend
- Implemented GitHub OAuth to get data from user's repositories
- Visualized GitHub data to show collaboration
- Used Celery and Redis for asynchronous tasks

Simple Paintball | *Spigot API, Java, Maven, TravisCI, Git*

May 2018 – May 2020

- Developed a Minecraft server plugin to entertain kids during free time for a previous job
- Published plugin to websites gaining 2K+ downloads and an average 4.5/5-star review
- Implemented continuous delivery using TravisCI to build the plugin upon new a release
- Collaborated with Minecraft server administrators to suggest features and get feedback about the plugin

TECHNICAL SKILLS

Languages: Java, Python, C/C++, SQL (Postgres), JavaScript, Rust, Go, HTML/CSS

Frameworks: SvelteKit, Nuxt, React, Node.js, Django, Material-UI

Developer Tools: Arch Linux, NeoVim, Git, Docker, Kubernetes, Vercel, PlanetScale, Google Cloud Platform, VS Code, IntelliJ

Libraries: PyTorch, NumPy, Matplotlib