

Sutantu Balamurugan

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Experience

One Global Info Systems - Software Engineer

04/2025 - Present

- Architected and deployed SportsColumbus, a multi-league sports management platform supporting match scheduling, team registration, and player approvals for cricket, soccer, and volleyball
- Sole developer** driving **feature expansion, QA testing, and product launch** for a startup site leveraging user interaction data to optimize site performance (88+ unique visitor, 190+ page views)
- Delivered full-stack features using **React, Tailwind CSS, and Supabase/PostgreSQL**; integrated API endpoints, managed user sessions, and deployed via **Vercel** with a **90+ Experience Score**

Education

University of Washington | Bachelor of Science in Computer Science

Graduated 06/2025

- GPA: 3.6 | **Dean's List**

Green River College | Associates of Science in Computer Science

Graduated 06/2022

- GPA: 3.9

Relevant Coursework: Database Systems, Data Structures & Algorithms, Operating Systems, Software Development Life Cycle, Web Programming, Object-Oriented Programming (Java, Python), Calculus I-IV, Management Principles, Hardware

Projects

RecapAI | React, Tailwind, OpenAI API

01/2025 - 03/2025

- Designed an **AI-driven productivity tool** to convert meeting transcripts into structured summaries and extract actionable tasks, reducing manual note-taking effort by teams and improving meeting productivity
- Implemented a **responsive single-page interface** using React and Tailwind CSS, with **LocalStorage-based state persistence**, enabling seamless offline usage and automatic session recovery without user authentication
- Developed and integrated OpenAI API** to generate concise, real-time summaries and task breakdowns, improving meeting follow-up efficiency for users

StudySync | React, Tailwind, Firebase

10/2024 - 12/2024

- Developed a collaborative productivity app** with Pomodoro timers and real-time chat features
- Used Firebase Auth and Firestore for user sessions and **real-time synchronization** of study states across users
- Built seamless navigation and state retention via client-side routing and session persistence, enhancing multi-user session stability

DubHacks 2024: AI-Powered Waste Sorting System | Python, PyTorch, FastAPI, React, Tailwind

10/2024

- Developed a functional MVP of an image-based waste classification system using a **pre-trained Vision Transformer (ViT)** model, achieving over **80% test accuracy** on real-world recyclable categories
- Built a **FastAPI backend** to process and serve model predictions via REST and integrated it with a React frontend, enabling real-time image uploads and immediate classification feedback for users
- Led end-to-end deployment** and debugging in a high-pressure **24-hour hackathon setting**, showcasing full-stack prototyping and AI integration under time constraints

Red Apron | JavaScript, NodeJS, Express, AWS, PostgreSQL

01/2024 - 03/2024

- Programmed a backend system for a food delivery service with **RESTful APIs** supporting **CRUD operations** and SQL queries, enabling efficient order management and customer data handling
- Integrated AWS services (Elastic Beanstalk, EC2, RDS)** for scalable and reliable cloud deployment
- Unified frontend and backend logic to streamline order tracking and enable seamless customer data access

Minesweeper Game Remake | Python, PyQt5

04/2023 - 05/2023

- Recreated classic Minesweeper with custom UI, visual indicators, and recursive logic
- Enhanced gameplay features and user interaction through event-driven GUI design

Skills

Programming Languages & Frameworks: JavaScript, React, Node.js, Express, Python, C++, Java, HTML/CSS

Tools & Technologies: Git, GitHub, VSCode, Supabase, Firebase, PostgreSQL, OpenAI API, FastAPI, PyTorch, PyQt5

Cloud & DevOps: AWS (Elastic Beanstalk, EC2, RDS), Docker

Operating Systems: Linux, Unix