

Thrisha Kopula

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Education

University of California Davis (September 2023 - June 2025)

Master of Science in Computer Science

University of California Santa Cruz (September 2019 - June 2023)

Bachelor of Science in Computer Science Game Design with a Minor in Computer Science

Experience

Website Graphic Designer @ UCSC Risk Services (November 2021 → September 2023)

- Used the web-based editing tool WCMS (Web Content Management System) and HTML to modify the university website
- Assisted in creating graphics, website design and promotional marketing materials for the occupational wellness programs in University of California Santa Cruz.

Software Engineer Intern @ Autodesk (June 2022 → September 2022)

- Programmed in Typescript with React native to resolve errors
 - Wrote extensive unit tests using Jest to ensure proper operation of code
 - Designed a high-fidelity prototype using Figma to improve upon a filter panel that needed to be translated using a newer design structure
 - Worked with a large codebase using Git and Visual Studio Code
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Projects

Slack Inspired App → [Google Drive Link](#)

- Used Kotlin, Swift, and Javascript to build three different Slack inspired apps that allows you to navigate through Workspaces, Channels, Messages, and Users
- Using an API, the app allows for creating and deleting messages
- Included extensive unit tests to confirm functionality of application

Breadcrumbs → [GitHub Repository](#)

- Developed a working app which recognized voice commands to place a location pin on a map
- Used Xcode to create the app, MapKit to implement the map, CoreLocation to get the current user's location, and CocoaPods' InstantSearchVoiceOverlay to program the app to listen to specified voice commands

#Mindful → [GitHub Repository](#)

- During a hackathon, used machine learning and a Core ML model to help recognize the products that people are eating.
- Based on this analysis, we give people nutritional and environmental rankings as well as tips on if they should eat that food or not.
- Additionally, we used the GoogleMaps API in order to show the nearest farmer market locations that people can go to.

Eco-Us → [GitHub Repository](#)

- During a hackathon, used Xcode and Swift to create an app that uses machine learning to identify objects and sort them into one of the categories: Recycling, Landfill, and Compost.
 - In addition, Google Maps was used to find the nearest recycling/compost bin to ensure that the item goes in the right place.
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Skills

Frontend TypeScript/Javascript, React, React Native, Swift, Kotlin, HTML/CSS

Backend Python, C++, C#, C, PostgreSQL

Design Unity, Unreal, Figma, Figjam, Adobe Illustrator, Adobe After Effects