Thrisha Kopula

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EDUCATION

University of California Davis — **September 2023 - March 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

WORK EXPERIENCE

University of California Santa Cruz — **Nov. 2021 - Sep. 2023**
Frontend Developer — **Santa Cruz, CA**

- Improved accessibility and functionality across **3 university websites** by maintaining site health, **increasing successful user flows** through elevated accessibility
- Enhanced and customized **10+ pages** using HTML, CSS, and the university's WCMS, leading to a **15% faster average load time** and better user navigation
- Resolved **50+ layout and interactive bugs**, improving cross-browser compatibility and reducing reported user issues by **30%**
- Conducted **10+ usability tests** with faculty and staff from other departments to identify navigation issues and guide iterative UI/UX improvements

Autodesk — **Jun. 2022 - Sep. 2022**
Software Engineer Intern — **Remote**

- Boosted code reliability by writing **5+ comprehensive unit tests** using Jest and resolving **15+ Typescript/React Native errors**, resulting in a **15% reduction in production bugs**
- Collaborated with cross-functional UX and engineering teams to **design and prototype a new filter panel** in Figma, **cutting user interaction time by 20%** based on test feedback
- Participated in agile ceremonies and **integrated CI/CD pipelines** for automated testing and deployment, **boosting team productivity** with faster test feedback and smoother deployment processes

Research

UC Davis Quadcopter Game System — **Apr. 2024 - Feb. 2025**
Graduate Research Assistant — **Davis, CA**

- Engineered a Unity-based multiplayer AR quadcopter game system for research purposes, enhanced real-time performance and refined gameplay mechanics
- Collected and analyzed gameplay data to inform system optimization and user experience improvements

Projects

Supportly

- Developed a mental health chatbot using Retrieval-Augmented Generation (RAG) with Pinecone and GPT-3.5, deployed with Next.js and Node.js backend, leveraging OpenAI embeddings for context-aware responses.

MindLog

- Developed a secure full-stack Mood Tracker with React/Tailwind, Node.js/Express, Supabase Auth, and MongoDB for CRUD mood tracking

FitFlow

- Built an iOS app in Swift/Xcode that recommends workout music based on BPM using HealthKit and Spotify API, enabled real-time tracking and personalized playlists

CERTIFICATIONS, SKILLS & INTERESTS

- **Certifications:** AWS AI Practitioner
- **Languages:** JavaScript (TypeScript), Python, Java, Swift, Kotlin, C++, C#, Go, SQL
- **Frameworks/Tools:** React, React Native, Node.js, Express, FastAPI, MongoDB, Docker, CI/CD
- **Libraries:** TensorFlow, PyTorch, NumPy, pandas, Scikit-learn
- **Design Tools:** Figma, Unity, Unreal Engine, Adobe Suite