

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 & Minor in Computer Science

TECHNICAL SKILLS

Programming Languages	JavaScript (TypeScript), Python, Java, Swift, C++, C#, Go, SQL, HTML, CSS
Developer Tools	React, React Native, Node.js, SpringBoot, Express, FastAPI, MongoDB, Docker, CI/CD
AI/ML & GenAI:	RAG, Prompt Engineering, LLM, TensorFlow, PyTorch, NumPy, pandas, Scikit-learn
Cloud & Data:	AWS, PostgreSQL, MySQL
Testing & Automation:	Jest, REST APIs, Unit Testing
Certifications:	AWS Certified Cloud Practitioner, AWS Certified AI Practitioner

EXPERIENCE

Graduate Student Researcher

April 2024 - January 2025

University of California Davis

Davis, CA

- Designed an augmented reality drone game in Unity for the Oculus VR headset, integrating real-time quadcopter control, and multiplayer synchronization
- Developed drone physics and multiplayer logic to improve performance and user interaction accuracy

Frontend Developer – Undergraduate Assistant

December 2021 - September 2023

University of California Santa Cruz

Santa Cruz, CA

- Enhanced and customized 10+ high-traffic web pages used by 5K+ monthly visitors with HTML, CSS, and WCMS, reducing page load times by 15%
- Optimized page layouts and navigation, reducing cross-browser issues by 30%
- Integrated Google Analytics to track 2K+ monthly sessions, delivering engagement reports that drove data-backed UI improvements

Software Engineer Intern

June 2022 - September 2022

Autodesk

San Francisco, CA

- Improved reliability of a 50K+ LOC React Native codebase by adding Jest unit/integration tests and fixing TypeScript type errors, reducing production bugs by 15%
- Designed a filter panel prototype in Figma, collaborating with engineers to guide implementation and improve user workflows by 20%
- Tracked and verified bug fixes through Jira and regression testing, streamlining QA and cutting verification time by 25%

PROJECTS

PocketUp | React.js, Java, SpringBoot, PostgreSQL

August 2025 - October 2025

- Developed a full-stack personal finance application enabling users to track income and expenses in real time, improving data visibility and usability
- Constructed and deployed a scalable REST API in Java (Spring Boot) with PostgreSQL and Spring Data JPA

Supportly (RAG Chatbot) | Next.js, Node.js, OpenAI API, Vercel

February 2025 - April 2025

- Programmed a Retrieval-Augmented Generation (RAG) chatbot using Pinecone and GPT-3.5, delivering context-aware responses for FAQ-style queries
- Deployed scalable Next.js + Node.js backend with Vercel, supporting 100+ concurrent users during testing

FitFlow | Swift, Xcode, Spotify API

April 2024 - June 2024

- Built a SwiftUI iOS app integrating Spotify Web API + HealthKit to sync workout music tempo with live heart rate
- Implemented real-time playlist filtering and playback with OAuth 2.0 + Alamofire, enabling seamless adaptive workouts
- Tested with 20+ users, reporting improved workout engagement and smoother Spotify integration