# Thrisha Kopula

thrishak1@gmail.com | (669) 233-1495 | https://www.linkedin.com/in/thrisha-kopula/ | https://thrishakopula.github.io/

## 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 | *2+ YEARS*

**Frontend Developer**  Nov. 2021 - Sep. 2023
*University of California Santa Cruz*  *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 issues by 30%
- Conducted 10+ usability tests with faculty and staff from other departments to identify navigation issues and guide iterative UI/UX improvements
- Stack: HTML, CSS, Javascript, Adobe Suite

**Software Engineer Intern**  Jun. 2022 - Sep. 2022
*Autodesk*  *San Francisco, CA*
- 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
- Performed continuous integration and deployment for automated testing and deployment, boosting team productivity with faster test feedback and smoother deployment processes
- Stack: React.js, Typescript, Jest, Figma

### Research

**Graduate Research Assistant**  Apr. 2024 - Feb. 2025
*UC Davis Quadcopter Game System*  *Davis, CA*
- Engineered a Unity-based multiplayer AR quadcopter game system for research purposes, enhanced real-time performance and refined gameplay mechanics

### Projects

**Supportly** | *Next.js, Node.js, OpenAI API, Tailwind CSS, Vercel*
- 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** | *React.js, Node.js, Express.js, MongoDB, REST APIs , Supabase, Vercel, Render*
- Created a responsive full-stack Mood Tracker web application to help users monitor emotional wellbeing, using React, Node.js, Express, MongoDB Atlas, and Supabase authentication

**Reddit Sentiment Analysis** | *Python, scikit-learn, TensorFlow/Keras, NLP, Random Forest, SVM, Naive Bayes*
- Achieved 96% classification accuracy by developing and comparing Naive Bayes, SVM, Logistic Regression, and Random Forest models on sentiment and engagement data from 1,000+ Reddit posts across 10 subreddits

**FitFlow** | *Swift, Xcode, HealthKit, Spotify API, OAuth 2.0, REST APIs*
- Built an iOS app in Swift/Xcode that recommends workout music based on BPM using HealthKit and Spotify API, enabled real-time tracking and uses personalized playlists

## CERTIFICATIONS AND SKILLS

- **Programming Languages:** JavaScript (TypeScript), Python, Java, Swift, Kotlin, C++, C#, Go, SQL
- **Developer 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
- **Certifications:** AWS AI Practitioner