



# Thrisha Kopula

 Github |  LinkedIn |  Portfolio |  Email

## EDUCATION

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### 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

## SKILLS

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**Software** TypeScript/JavaScript, React, React Native, Swift, Kotlin, HTML/CSS, Python, C++, C#, C, Java, PostgreSQL, Go, TensorFlow, PyTorch, NumPy, pandas, Scikit-learn

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

## CERTIFICATIONS

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### AWS AI Practitioner

February 2025

Validated knowledge of foundational AI/ML concepts, AWS AI services, and best practices for AI integration in cloud-based solutions.

## WORK EXPERIENCE

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### University of California Santa Cruz Risk Services

November 2021 - September 2023

#### Website Graphic Designer

- Utilized the web-based WCMS (Web Content Management System) editing tool, HTML, and CSS to enhance and customize the university website
- Contributed to designing 30+ graphics, 2 websites, and various promotional materials for UC Santa Cruz's occupational wellness programs

### Autodesk

June 2022 - September 2022

#### Software Engineer Intern

- Programmed in Typescript with React native to resolve errors and wrote 5+ extensive unit tests using Jest to ensure proper operation of code
- Contributed to fixing 10+ bugs, improving overall application stability and performance
- 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

## PROJECTS

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### Reddit Sentiment Analysis

- Implemented sentiment analysis pipelines to analyze Reddit post comments
- Investigated correlations between sentiment and post popularity metrics using statistical analysis and visualization tools
- Performed data analysis and visualization using scatter plots and regression techniques

### FitFlow

- Created an app using Xcode and Swift and developed a feature to match user tracks with their current BPM
- Utilized Spotify API for user authentication, playlist retrieval, and track extraction
- Integrated HealthKit to access user BPM data in real-time

### Slack Inspired App

- 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