

# Thrisha Kopula

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## EDUCATION

<b>University of California Davis</b> <i>Master of Science in Computer Science</i>	<b>September 2023 - March 2025</b>
<b>University of California Santa Cruz</b> <i>Bachelor of Science in Computer Science Game Design &amp; Minor in Computer Science</i>	<b>September 2019 - June 2023</b>

## TECHNICAL SKILLS

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

## EXPERIENCE

<b>Graduate Student Researcher</b> <i>University of California Davis</i>	<b>April 2024 - January 2025</b>
<ul style="list-style-type: none"><li>Designed an augmented reality drone game in Unity for the Oculus VR headset, integrating real-time quadcopter control, and multiplayer synchronization</li><li>Developed drone physics and multiplayer logic to improve performance and user interaction accuracy</li></ul>	
<b>Frontend Developer – Undergraduate Assistant</b> <i>University of California Santa Cruz</i>	
<b>Frontend Developer – Undergraduate Assistant</b> <i>University of California Santa Cruz</i>	<b>December 2021 - September 2023</b>
<ul style="list-style-type: none"><li>Enhanced and customized 10+ high-traffic web pages used by 5K+ monthly visitors with HTML, CSS, and WCMS, reducing page load times by 15%</li><li>Optimized page layouts and navigation, reducing cross-browser issues by 30%</li><li>Integrated Google Analytics to track 2K+ monthly sessions, delivering engagement reports that drove data-backed UI improvements</li></ul>	
<b>Software Engineer Intern</b> <i>Autodesk</i>	<b>June 2022 - September 2022</b>
<ul style="list-style-type: none"><li>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%</li><li>Designed a filter panel prototype in Figma, collaborating with engineers to guide implementation and improve user workflows by 20%</li><li>Tracked and verified bug fixes through Jira and regression testing, streamlining QA and cutting verification time by 25%</li></ul>	

## PROJECTS

<b>PocketUp</b>   <i>React.js, Java, SpringBoot, PostgreSQL</i>	<b>August 2025 - October 2025</b>
<ul style="list-style-type: none"><li>Developed a full-stack personal finance application enabling users to track income and expenses in real time, improving data visibility and usability</li><li>Constructed and deployed a scalable REST API in Java (Spring Boot) with PostgreSQL and Spring Data JPA</li></ul>	
<b>Supportly (RAG Chatbot)</b>   <i>Next.js, Node.js, OpenAI API, Vercel</i>	
<b>Supportly (RAG Chatbot)</b>   <i>Next.js, Node.js, OpenAI API, Vercel</i>	<b>February 2025 - April 2025</b>
<ul style="list-style-type: none"><li>Programmed a Retrieval-Augmented Generation (RAG) chatbot using Pinecone and GPT-3.5, delivering context-aware responses for FAQ-style queries</li><li>Deployed scalable Next.js + Node.js backend with Vercel, supporting 100+ concurrent users during testing</li></ul>	
<b>FitFlow</b>   <i>Swift, Xcode, Spotify API</i>	<b>April 2024 - June 2024</b>
<ul style="list-style-type: none"><li>Built a SwiftUI iOS app integrating Spotify Web API + HealthKit to sync workout music tempo with live heart rate</li><li>Implemented real-time playlist filtering and playback with OAuth 2.0 + Alamofire, enabling seamless adaptive workouts</li><li>Tested with 20+ users, reporting improved workout engagement and smoother Spotify integration</li></ul>	