

# 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</i>	<b>September 2019 - June 2023</b>

## TECHNICAL SKILLS

<b>Primary:</b> TypeScript, JavaScript, Python, Java
<b>Frontend:</b> React, Next.js, React Native, HTML, CSS
<b>Backend:</b> Node.js, Express, Spring Boot, FastAPI, REST APIs
<b>Databases:</b> PostgreSQL, MySQL, MongoDB
<b>Cloud &amp; DevOps:</b> Amazon Web Services (AWS), Docker, CI/CD
<b>AI / GenAI:</b> RAG, Large Language Models (LLMs), Prompt Engineering
<b>Certifications:</b> AWS Certified Cloud Practitioner, AWS Certified AI Practitioner

## EXPERIENCE

<b>Software Engineer</b> <i>Healthcare Triangle</i>	<b>October 2025 - January 2026</b> <i>Remote, USA</i>
• Led comparative benchmarking of 6+ small language models (SLMs) to inform production model selection for Readabl.ai's healthcare workflows	
• Defined and documented end-to-end architecture, establishing a scalable workflow used in production systems	
<b>Graduate Student Researcher</b> <i>University of California Davis</i>	<b>April 2024 - January 2025</b> <i>Davis, CA</i>
• Built a real-time multiplayer AR application integrating Unity, Oculus VR, and live quadcopter control	
• Implemented physics simulation and synchronization logic to ensure low-latency, consistent multiplayer state	
• Optimized performance-critical systems to improve interaction accuracy under real-time constraints	
<b>Frontend Developer</b> <i>University of California Santa Cruz</i>	<b>December 2021 - September 2023</b> <i>Santa Cruz, CA</i>
• Owned frontend improvements for 10+ production web pages serving 5K+ monthly users	
• Reduced page load times by 20% through layout, asset, and cross-browser optimizations	
• Integrated analytics (Google Analytics) to drive data-informed UI changes	
<b>Software Engineer Intern</b> <i>Autodesk</i>	<b>June 2022 - September 2022</b> <i>San Francisco, CA</i>
• Improved reliability of a large-scale React + TypeScript codebase by adding Jest tests and fixing type-safety issues	
• Reduced production bugs by 15% through improved test coverage and stricter typing	
• Collaborated with designers and engineers to prototype and ship workflow improvements	

## PROJECTS

<b>PocketUp</b>   <i>React.js, Java, SpringBoot, PostgreSQL</i>	<b>August 2025 - October 2025</b>
• 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	
<b>Supportly (RAG Chatbot)</b>   <i>Next.js, Node.js, OpenAI API, Vercel</i>	<b>February 2025 - April 2025</b>
• 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	