**Thrisha Kopula**

thrishak1@gmail.com | (669) 233-1495 | [LinkedIn](https://www.linkedin.com/in/thrisha-kopula/) | [GitHub](https://github.com/ThrishaKopula) | [Portfolio](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**

**University of California Santa Cruz Nov. 2021 – Sep. 2023**

**Frontend Developer** **Santa Cruz, CA**

* Maintained 3 university websites, ensuring functionality, accessibility, and up-to-date content
* Utilized the web-based WCMS (Web Content Management System), HTML, and CSS to enhance and customize 10+ pages on the university website
* Developed responsive web interfaces from UI/UX designs using HTML and CSS, ensuring cross-device compatibility
* Debugged layout issues, interactive bugs, and broken links to enhance user experience

**Autodesk Jun. 2022 – Sep. 2022**

**Software Engineer Intern** **Remote**

* Programmed in Typescript with React native to resolve errors and wrote 5+ extensive unit tests using Jest to ensure proper operation of code and integrated CI/CD pipelines for automated testing and deployment
* Worked with multiple teams in software and UX to design and engineer a high-fidelity prototype using Figma to improve upon a filter panel that needed to be translated using a newer design structure
* Contributed to fixing 10+ bugs, improving overall application stability and performance
* Conducted performance analysis to troubleshoot and optimize application efficiency

**Research**

**UC Davis Quadcopter Game System Apr. 2024 – Feb. 2025**

**Graduate Research Assistant Davis, CA**

* Assisted in research on a multiplayer AR quadcopter game system at UC Davis, developing a Unity-based game to test functionalities, analyzing data, optimizing performance, and refining game development and research skills.

**Projects**

**Supportly**

* Built a Retrieval-Augmented Generation (RAG) mental health chatbot using ChromaDB for search and GPT-3.5 for generative responses, integrating FastAPI with sentence-transformer embeddings for enhanced FAQ retrieval and session-based context-aware replies

**Reddit Sentiment Analysis**

* Analyzed 1,000+ Reddit posts across 10 subreddits, built classification models (Naive Bayes, SVM, Logistic Regression, Random Forest) achieving 96% accuracy, and identified a 20% correlation between comment count and post score, highlighting engagement’s impact on popularity

**FitFlow**

* Developed an iOS app using Swift and Xcode that matches user tracks with their BPM, integrating real-time BPM tracking via HealthKit, Spotify song recommendations, user authentication, and API integration to enhance workout experiences

**CERTIFICATIONS, SKILLS & INTERESTS**

* **Certifications:** AWS AI Practitioner
* **Software:** TypeScript/JavaScript, React, React Native, NodeJS, Swift, Kotlin, HTML/CSS, Python, C++, C#, C, Java, PostgreSQL, Go, TensorFlow, PyTorch, NumPy, pandas, Scikit-learn, Docker, ChromaDB, FastAPI, CI/CD
* **Design:** Unity, Unreal, Figma, Figjam, MaterialUI, Adobe Illustrator, Adobe After Effects