

Vishak Vikranth

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EDUCATION

The University of Alabama, Tuscaloosa, AL

Bachelor of Science in Computer Science

Dec 2025

Bachelor of Science in Mathematics

Dec 2025

Minor: Actuarial Science

GPA: 4.0

WORK EXPERIENCE

Software Development Engineer Intern

May 2025-August 2025

Amazon Web Services, Seattle, WA

- Integrated end-to-end (E2E) integration tests into the CI/CD pipeline, enhancing deployment reliability and saving 2+ developer hours per week.
- Automated Ops tool to monitor system health and trigger alerts, improving incident response times and system reliability.

Backend Engineering Intern

June 2024-August 2024

Shipt. Inc., Birmingham, AL

- Designed and developed a Golang backend to manage delivery windows, providing exclusive visibility to delivery routes from over 10 Target sortation centers across the US.
- Migrated scheduling service to a standalone service, enhancing flexibility by transitioning scheduling from zones to individual stores.
- Resolved bugs to ensure accurate consumption of multiple Kafka topics, enabling the program to effectively handle Delivery Service Partner orders.

Data Analyst Intern

September 2023-May 2024

Mal Moore Athletic Facility, University of Alabama, Tuscaloosa, AL

- Led the simulation of NCAA golf tournaments using Python, involving over 200 Division 1 athletes, and created visualizations to provide coaches with optimal strategies for the SEC and NCAA championships.
- Conducted analysis on ticket transfer data to identify broker activity, uncovering insights projected to drive over \$3 million in additional revenue through increased ticket sales.

PROJECTS

ReCall | Python, SQL, React

- Developed an innovative software solution using smart glasses for early-stage dementia patients, enabling users to store details and receive reminders about people they meet, fostering social connectivity. Reduces functional decline in users by 10% among users through interaction.
- Designed a medical professional dashboard that offers real-time user data and insights, enhancing diagnostic accuracy and personalized care.

Courage, The Not So Cowardly Rover | C#, Python, Unity

- Developed an educational game that simulates controlling a Mars rover with realistic weather and terrain conditions using NASA's API.
- Implemented unique NPC interactions using large language models (LLMs) and prompt engineering.

Agentix | Python, SQL, React

- Built an office supply and request management platform using agentic workflows to automate tasks and significantly reduce administrative overhead.

KEY SKILLS

- **Languages** - Python, Java, Go, C/C++, SQL, NoSQL, R, C#, Node.js, HTML, CSS, React
- **Developer Tools** – Docker, Kafka, AWS, GCP, Kubernetes, Postman, Unity, Terraform, .NET
- **Libraries** – FastAPI, SQLAlchemy, NumPy, Scikit-Learn, Pandas, PyTorch, TensorFlow, Hugging Face, R Shiny
- **Other Technologies** – Git, REST APIs, Linux, Unix

AWARDS

- “Best hack in Health Management” track and “Best Tech-Enabled Patient Safety Solution” at HackPrinceton
- 2nd place at International Collegiate Programming Contest Southeast Regional Division 2 – 2023