Viswaas Loganadhan Prabunathan

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SKILLS

Technical: C++, C, PHP, MySQL, JavaScript, jQuery, React.js, React-Native, HTML5, CSS3, Python [TensorFlow, SK-learn], WordPress

Applications: Git, UNIX, Figma, Apache, Power BI

EDUCATION

University of California, Davis

Bachelor of Science in Computer Science and Engineering   09.2016 - 12.2020

· Relevant Coursework: Computer Vision, Software Engineering, Operating Systems, Machine Learning, Algorithm Analysis, Computer Architecture, Computer Networks.

EXPERIENCE

The Document Foundation

LibreOffice C++ Development Volunteer   03.2021 – Present

· Aiding the LibreOffice Development team by identifying bugs on the LibreOffice suite C++ legacy code.

Davis Vanguard

Frontend UI Developer Intern   01.2021 – Present

· Developing a news gallery website showcasing featured articles and Power BI dashboards on Covid-19 coverage in California's Prisons. Prototyped website design on Figma. Developing UI and UX based on client's requirements.
· Building the website using CSS3, HTML5 and JavaScript. Using Webflow.io for faster CSS implementation. Weekly meeting to update project leader with development progress.

PROJECTS

Sanctuary Chat [React-Native, AWS Dynamo, AWS Cognito]

· Co-developed an open source, cross-platform, secure messenger featuring multi-factor auth & end to end encryption.
· Implemented the encryption key exchanges for conversations via AWS Dynamo. Worked alongside UX designer to implement the frontend screens and intuitive UI.
· Users can create personal & group conversations. Users have account management & chat room themes.

Food Court [PHP, MySQL, Apache]

· Ecommerce web application offering customers to select dishes and place orders from restaurant e-menus.
· Authenticated Admin portal for restaurant owners to manage customer orders and viewable/ featured menu items.

Expense Tracker [React.js, Speechly API, Material UI]

· Dynamic expense tracker with voice commands. 2 Pie chart visualizations for displaying expenses and investments.
· Uses Speechly API for voice processing. Material UI for the styled components.

TunnelMan [C++, Microsoft Visual Studio]

· Developed a 2D game with level progression; Implemented all game objects including player, enemy AI, weapon upgrades, valuables and game obstacles. Spawned all pre-created assets and handled audio FX. Real-time game statistics tracked throughout gameplay.

AWARDS

Best IoT Hack SacHacks 2018

· SeatMe – Dynamic Seat Reservation App [JS, C#, Facebook API] that keeps track of live occupants in a room.
· Uses ultrasonic sensors at the entrance of each room to keep track of occupants.