

# AKHILARAJU

SOFTWARE ENGINEER

🌐 [akhila.me](http://akhila.me)

📞 510-600-5752

✉ [akhila@berkeley.edu](mailto:akhila@berkeley.edu)

🐙 [github.com/akhila-raju](https://github.com/akhila-raju)

## EDUCATION



University of California, Berkeley

BA in Computer Science, Aug 2016

Certificates in Human-Centered Design and New Media

### Relevant Coursework

- Databases
- Security
- Artificial Intelligence
- Data Visualization
- Data Structures
- Computer Architecture
- Computational Modeling
- User Interface Design

### Leadership

- Founder & President of Tequity, a tech organization focused on equity and inclusion

## SKILLS



Languages & Frameworks Python, C,

Java, SQL, Hadoop

Web HTML, CSS, JS, Ruby on Rails

Design user research, usability testing, wireframing, Photoshop

## HONORS & AWARDS



Eugene L. Lawler Prize EECS Award Awarded by EECS Faculty in 2016 for outstanding effort and achievement in Computer Science

Publication in UC Berkeley *Undergraduate Arts + Design* for collapsible chair prototype

Outstanding Leadership & Outreach in Computer Science Department Award

Google Sponsorship Winner

## INDUSTRY EXPERIENCE



**Chief Technology Officer and Full-Stack Developer, Thera** February – May 2016

- Designed, developed, tested, and deployed a SAAS application using Ruby on Rails, HTML & CSS,RSpec, Cucumber, utilizing Agile and Extreme Programming methodologies
- Led 5 full-stack developers, defined and communicated sprint objectives and deliverables
- Created low-fidelity mockups, iterated and improved on design with feedback from client

**Program Management Intern, Apple** May – August 2015

- Pitched and persuaded senior management to test a previously overlooked use case which impacted millions of iPhone users; overcame initial objections
- Defined and drove product development and execution on iPhone 7 touch input; managed and oversaw tasks for Touch ID, Taptic feedback, and Multi-Touch for future iPhone generations
- Drove and designed user studies to identify features for iPhone 7 touch input
- Produced and presented status reports to senior management in Hardware Engineering

**UI/UX Consultant, Solano Labs** September – December 2014

- Redesigned onboarding process using Photoshop; established a consistent tutorial flow for new users of all experience levels in order to gain a larger customer base
- Identified cause through user research for low (10%) retention rate of clients after free trial

**Design & Development Intern, SAP Labs** May – August 2014

- Researched and wireframed mobile application for SAP's HanaHaus
- Developed web and native apps using Java, C#, JavaScript, HTML/CSS

## RESEARCH EXPERIENCE



**Immersive Data Visualization Developer, UC Berkeley** July – Present

- Creating a VR experience using node graphs in Unity3D using C# for Samsung Gear VR

**Technical Project Manager, UC Berkeley** August 2014 – May 2015

- Directed 30+ engineers and development of 7 software tools projects vital for course launch
- Successfully led integration onto edX for UC Berkeley launch in April 2015 to 238 students; launched on edX in September 2015 with total enrollment at 19,500 students
- Determined vision and technical features for Intro Computer Science MOOC on edX platform

**Undergraduate Researcher, UC Berkeley** August 2014 – February 2015

- Designed and developed Just-Noticeable Difference psychophysics and statistics experiment in Python for several actuators, including motors and LEDs
- Designed and prototyped experiment setup using Photoshop and maker tools