Amanda Souriyamath

B.S. Computer Science

Minors: Mathematics, Digital Technology & Media Culture

Contact

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Skills & Tools

Java
Python
C
GitHub
HTML, CSS, JavaScript
Windows, Linux, MacOS
Organized, diligent, and tenacious

Activities & Interests

Strategy board games
Building keyboards
House plants
Foodie
Music
Travel

Profile

Analytical, energetic, and detail-oriented computer science gal with broad and deep experience in coding front-end products and design, including responsive websites from scratch, vanilla **JavaScript** & **jQuery**, and **node.js**. Though, some skills from my education track include programming languages such as **Java** and **C**, using tools such as **SSH**, **vim**, **linux**, and **TCP/IP** protocols.

Projects

Customer Experience Management Tool (CXM)
Present
- Desktop application to classify tweets to a specific company.
- Using tools such as MongoDB, TensorFlow, electron, Node.js, to create our application
- Machine learning SciKit Learn in Python, using bag of words model

Brackey's Game Jam
August 2020
- 168-hour (7 days) game jam to create a video game!
- I used Unity engine, C# to create 'Sunny Fox Den' my first video game.

Work Experience

IT Helpdesk Technician
September 2019 – Present
Washington State University • Vancouver, WA
- Determining software and/or hardware problems, to domestic and enterprise services by applying my knowledge base to a wide variety of situations and correcting any faults as they arise.

Education

September 2018 - May 2022
Bachelor of Science in Computer Science • Washington State University • Vancouver, Washington • 3.77 GPA • 3.8 Major GPA

Projects include databases using MySQL, bitmap indexing. Data structures such as binary search trees, stacks, queues, HashMaps