Anish Kumaramangalam

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Objective

I am self-motivated and hardworking Computer Engineering student looking for an opportunity to work in a challenging environment, to prove my skills, utilize my knowledge and intelligence in the real world.

Education

San Francisco State University

San Francisco, USA

B.S. IN COMPUTER ENGINEERING AND MINOR IN COMPUTER SCIENCE

Aug. 2011 - Dec. 2016

• Won 3rd place in College of Science and Enginering 2016 project Showcase

Experience

75health.comChennai, India

INTERN

Jul. 2016 - Jun. 2016

- Performed ADHOC testing, new use cases generation and listing bugs.
- Improver user experience based on predefined use cases.

School of Engineering, San Francisco State University

San Francisco, USA

STOCKROOM STUDENT ASISTENT

Aug. 2014 - May. 2016

- Managed and organized equipment and tools for the Engineering laboratory experiments.
- Worked with department computers, electrical components, servers and staff.

Kaaspro Enterprise PVT LTD

Chennai, India

INTERN

Jun. 2013 - Aug. 2013

• Preformed Research and Documentation for a new Web App project with the use of open-sorce API's and Frameworks.

Kaaspro Enterprise PVT LTD

Chennai, India

INTERN

Jun. 2012 - Aug. 2012

Conducted non invasive testing using CVS and Bugzilla for an E-education Web App

TechnicaL Skills

Programming Skills

Software Tools

SVN · CVS · GitHub · Bugzilla · MS Office · NetBeans · Eclipse · Xcode

Operating Systems

Unix · Linux · OS X · Windows

Projects

Automated Aquarium May. 2016

Was part of a group that worked on an Automated Aquarium using a Raspberry Pi 2, Java, Python, C, Sensors and Dispensers. https://sites.google.com/site/ezaquariumsfsu

Restaurant Reservation Website

Aug. 2015 - Dec 2015

Was part of a group that worked on a Restaurant Reservation Website using a Bootstrap, SQL, PHP, Google frameworks, AWS, JavaScript, CSS, HTML and version controlling (SVN) in a team for Software Engineering class.

LED Cube Apr. 2015

I programed an LED cube with a TI launch pad and supplement transistors and showed different patterns by programing the launch pad in C.

Text Scrambler May. 2015

Wrote a C++ and C program that manipulates text file using iostream and and system commands with the help of a java GUI that scrambles the text in the text file.

2D Video Game Dec. 2014

Made a split screen multiplayer 2D video game in object oriented java for a Software development class.

Java Program with HTML GUI

Dec. 2013

Made a static website that interfaced my java program in Data structures class.

SEPTEMBER 12, 2016 ANISH KUMARAMAGALAM RESUME