

# George Thayamkery

## SKILLS

HTML 5/CSS, React, Angular JS, Apache Cordova, Java, Python 3, Flask, NGINX, Node JS, C++, C#, Razor, Firebase, Microsoft Azure, Linux

## EXPERIENCE

### Amazon Audible - *SDE Intern*

JUNE 2019 - AUGUST 2019

Worked on the Audible Homestead team on a project to improve audiobook discovery on Amazon.com and the Amazon mobile app.

#### TECHNOLOGIES:

Java, Spring, MVC, Apache Ant, JUnit, HTML 5/CSS

### Howlbits - *Founder/Developer*

JUNE 2015 - JULY 2018

Howlbits is a company I created in which I made two products: Graded and Codescrim.

### Graded - <https://geoooot.com/graded>

JUNE 2014 - JULY 2018

Graded was a mobile app (iOS and Android) that allows students to check their grades without the hassle of using the existing grade book website. By the end of the 2018 school year, graded had over 35,000 daily active users. Graded was acquired by Sleeker App Studios in July 2018.

#### TECHNOLOGIES:

HTML 5/CSS, Angular JS, Apache Cordova, Python 3, Flask, Microsoft Azure, Web Scraping

### Codescrim - <https://codescrim.com>

JUNE 2014 - PRESENT

Web application that allows computer science clubs to run automated coding competitions. Supports problem management, program compilation, and sorted leaderboard. It was used to host Codecember, a coding competition I hosted in December 2017 as well as by other Frisco ISD school's coding clubs.

#### TECHNOLOGIES:

Node JS, Firebase, NGINX, Linux, EJS, PM2, Processing Queues

### Nepriis - *Summer Intern*

MAY 2018 - AUGUST 2018

Frontend Developer for Nepriis' Web Application and full-stack developer of an in-house video ingest tool. The video ingest tool allowed Nepriis' library of long form video content to be split up into bite-sized clips by editors. The system handled creating the short clips as well as automatic transcription and video uploads.

#### TECHNOLOGIES:

.NET, Node JS, Next JS, React, PM2, Linux, FFMPEG, Azure Speech Service, Firebase

### Purch (Future PLC) - *Summer Intern*

JUNE 2016 - AUGUST 2016

Created a framework that allowed for hybrid mobile apps to be created for each of Purch's media brands (Tomsguide, Tomshardware, AnandTech).

JUNE 2017 - AUGUST 2017

Developer for Purch's ShopSavvy iOS app. Worked on creating new views for specific sections of the app.

#### TECHNOLOGIES:

Apache Cordova, HTML 5/CSS, RSS syndication, Swift, UIKit

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🌐 [geoooot.com](https://geoooot.com)

## ACTIVITIES

### Codecember

Created/Hosted a coding competition in december for student programmers in the north dallas area. 100 people competed and ate free pizza.

### Computer Science Team

President of club: focused on improving student coding initiatives, and going to local competitions.

### DECA

Member of High School DECA Team. DECA District Qualifier.

### BPA

Member of High School BPA team. Qualified for State in Java Programming

### Teen Leadership

Volunteered with others at local food bank, thrift store, and elementary schools

## ACHIEVEMENTS

### TAMUhack (Spring 2019)

University Hackathon. Created an app called noted that uses OCR to scan class notes. Won The "Best use of Google Cloud Platform" Award.

### TAMUctf (Spring 2019)

Competitive Cybersecurity Competition. Winner of the Freshman Bracket.

### Code Day Hackathon

2017 - Won "The zero-to-sixty" for getting the most done in the competition. Made a collaborative "ice breaker" mobile game.  
2016 - Made an one button, multiplayer, fighting game

### HP Code Wars (2016, 2018)

Represented Reedy High School

### Graded

Created a mobile app, In three years it gained over 35,000 active users. I sold it to Sleeker App Studios in Spring 2018.

## EDUCATION

### Texas A&M - *Undergraduate*

AUGUST 2018 - PRESENT

Currently a sophomore Computer Science student.

Current Classes: Data Structures and Algorithms, Computer Organization, and Linear Algebra

### Reedy High School - *Frisco, TX*

JUNE 2014 - AUGUST 2018