George Thayamkery
Software Engineer

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EDUCATION

Texas A&M - *B.S in Computer Science and a Business minor* **(GPA: 3.62)**
EXPECTED GRADUATION DATE: MAY 2022

Relevant Coursework:
Data Structures and Algorithms, Computer Organization, Linear Algebra, Programming Languages, and Introduction to Computer Systems

WORK EXPERIENCE

Amazon Audible - *SDE Intern*

JUNE 2020 - AUGUST 2020
- Worked on the Audible Voice Experience Team (Audible on Alexa)
- Created an Alexa Skill hosted on AWS Lambda using Node JS and Typescript
- Used AWS CDK and CloudFormation to generate infrastructure using code.
- Managed deployment pipeline to deploy skill across various stages

JUNE 2019 - AUGUST 2019
- Worked on the Audible Homestead Team (Audible on Amazon)
- Created Java Spring Web services to serve audiobook carousels across many pages on amazon.com
- Collaborated with various engineering teams to create roadmaps and design documents.
- Managed deployment pipeline to EC2 instances

Nepris - *Summer Intern*

MAR 2020 - MAY 2020
- Launched a virtual classroom platform to help 1000+ teachers schedule and conduct online lectures
- Established new CI/CD workflows using Azure Pipelines
- Developed a solution to allow for new React based infrastructure to interact with legacy code

MAY 2018 - AUGUST 2018
- Overhauled UI across most of Nepris' main web application
- Created an in-house video ingest tool that rendered, uploaded, and transcribed generated video clips
- Made an internal web app that let operators make clips and update captions

Purch (now Future PLC) - *Summer Intern*

JUNE 2016 - AUGUST 2016
- Developed various hybrid (iOS and Android) mobile apps for each of Purch's media brands
- Created a framework that automates generating mobile apps for future brands.

JUNE 2017 - AUGUST 2017
- Developer for Purch's ShopSavvy iOS app.
- Became a part of a SCRUM team to consitantly push out various changes

PROJECTS

Graded - *https://geooot.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:
Python 3, Flask, HTML 5/CSS, Angular JS, Apache Cordova, Microsoft Azure, Web Scraping

Codescrim - *https://codescrim.com*

JUNE 2014 - PRESENT

A 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, Process Jails (chroot), EJS, PM2, Processing Queues

LANGUAGES AND SKILLS

Java, Python 3, C++, .NET, Core, Node JS, HTML 5/CSS, React, Azure, Firebase

ACHIEVEMENTS

TAMUhack 2020 - Hackathon
Won the Microsoft and Gartner Sponsor Challenges. Also placed in the top 6 projects.
Created a Chrome Extention to help visually impaired users navigate websites through chatbots.
(https://geooot.com/helping-eye)

HackTX 2019 - UT Austin Hackathon
Won PwC Sponsor Challenge
Created a web app that allowed Social Service Centers to track donation inventory.
(https://geooot.com/fullhouse)

TAMUhack 2019 - Hackathon
Won MLH sponsor challenge.
Created an app called noted that uses OCR to scan class notes.
(https://geooot.com/noted)

TAMUctf Spring 2019
Competitive Cybersecurity Competition.
1st place in Freshman Bracket.

ACTIVITIES

TAMU Datathon
Lead Tech Director for TAMU's Data Science focused Hackathon.
(https://tamudatathon.com)

Aggie Coding Club
Computer Science focused club designed to explore the world of Software Engineering.
(https://aggiecodingclub.com)

Codecember
Created/Hosted a coding competition in December for student programmers in the North Dallas area. 100 people competed and ate free pizza.
(https://codecember.com)