

George Thayamkery

Software Engineer

(908) 400-9042
george.thayamkery@gmail.com
linkedin.com/in/georgebt
github.com/geoot
geoot.com

EDUCATION

Texas A&M - B.S in Computer Science and a Business minor (GPA: 3.58)

AUGUST 2018 - PRESENT

Relevant Coursework:

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

WORK 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

Nepris - Summer Intern

MAY 2018 - AUGUST 2018

Frontend Developer for Nepris' Web Application and full-stack developer of an in-house video ingest tool. The tool allowed Nepris' 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 (now 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 in a SCRUM team with other Developers to push various changes.

TECHNOLOGIES:

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

PROJECTS

Graded - <https://geoot.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 Extension to help visually impaired users navigate websites through chatbots.

(<https://geoot.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://geoot.com/fullhouse>)

TAMUhack 2019 - Hackathon

Won MLH sponsor challenge.
Created an app called noted that uses OCR to scan class notes.

(<https://geoot.com/noted>)

TAMUctf Spring 2019

Competitive Cybersecurity Competition.
1st place in Freshman Bracket.

ACTIVITIES

TAMUDatathon

An organizer of 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>)