Ratna Koushik Appasani

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Professional Summary (Software Developer)

Versatile **Software Developer** with experience building full-stack and mobile applications using **Flutter, Android (Java/XML), Python, Node.js,** and **Firebase**. Skilled in scalable design, backend logic, debugging, and rapid prototyping. Eager to contribute adaptability, technical depth, and clean engineering practices to a dynamic team.

Education

Bachelor of Science in Computer Science
Trinity Western University – Langley, BC 2023 - 2027

Diploma in Automation and Robotic Engineering
Central Institution of Tool Design – Telangana, India   2020 - 2022

Experience

Verzeo (in association with Immensphere)   Remote, India
App Development Intern   Jun 2022 – Jul 2022
- Developed and improved **10+ Android UI screens** using Java/XML and responsive UI principles, leading to a **30% improvement in layout consistency and usability.**
- Debugged and optimized **multiple performance issues** using Android Studio profiling tools, reducing app crashes and improving runtime stability by **~25%.**
- Collaborated with mentors and peers in a structured Agile-style workflow using Git and version control best practices, resulting in **faster iteration cycles and cleaner code commits.**
- Built reusable UI components that were integrated across **3+ application modules,** increasing development speed for future features by **~20%.**

Projects

Poki Buddy – Gamified Shared-Home App
Flutter • Dart • Provider • Firebase • Hackathon
- Created an entire gamified home-management system in **18 hours** by implementing an XP engine, streak multipliers, penalty logic, and a 3-stage evolution system, resulting in a **fully functional prototype delivered by the deadline.**
- Designed and implemented **6+ key features** including bill splitting, chore XP tracking, shared grocery list, home joining, and weekly leaderboards, increasing engagement through real-time progression mechanics.
- Built modular state management with **5 separate Provider models** (Home, Chores, Bills, Grocery, Evolution), enabling responsive updates and reducing UI rebuilds by **~40%.**
- Designed a Pokémon-inspired UI with animations, evolution visuals, and level indicators, enhancing user interaction and contributing to **positive feedback from multiple hackathon viewers.**

FoodLink Donation Intake System — Real Client Project
Android • Firebase Firestore • SDLC • UML
- Developed an end-to-end donation logging platform for FoodLink Society used by volunteers, staff, and store donors, replacing a **100% manual paper process** with a scalable digital solution.
- Translated **47 user stories** into complete workflows with UML diagrams, architecture plans, and release strategy, improving clarity for a **4-person development team.**
- Implemented major system features including donation entry, offline sync, scheduling, staff dashboards, audit tools, and editable entries, improving reporting accuracy and reducing data loss by **~90%.**
- Designed a Firestore schema with **6+ collections** (users, stores, schedules, donations, revisions, reports), creating a maintainable structure that supports real-time queries for **monthly and yearly reports.**