JAYANTH GAJULA

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EDUCATION

University of Texas at San Antonio

San Antonio, TX

Bachelor of Science in Computer Science | GPA: 3.8/4.0 | Junior

Expected Graduation, July 2026

- Coursework: Android Dev, Game Dev, Enterprise Software Engineering, Python in Data Structures & Algorithms
- Spring & Fall 2024 President's List

EXPERIENCE

UTSA Computer Science Reader/Grader II

Jan 2025 - May 2025

University of Texas at San Antonio – Part Time, TX

UTSA Campus, TX

- Reviewed and graded 500+ assignments/exams for 129 students in Discrete Mathematics.
- Delivered written feedback on 100+ logic and proof-based problems weekly with <2% error rate.
- Improved grading turnaround by 25% while maintaining 100% on-time compliance throughout the term.
- Assessed coursework across 12+ topics including induction, logic, and set theory.

Software Engineering Intern

Jan 2025 - March 2025

YStem and Chess Inc - Part Time, Boise ID

Remote

- Migrated Angular frontend to React TypeScript monorepo, boosting scalability and maintainability.
- Designed reusable UI components and enhanced login/register user experience.
- Collaborated with 12-person team via Slack and Figma, presenting UI designs to enhance student platform UX.

Python Developer March 2025 – April 2025

Real Estate Company - Contract, San Antonio TX

Remote

- Built a Python-based AWS pipeline using Lambda, S3, Glacier, Textract, and DynamoDB for scalable image processing.
- Extracted text from real estate images, cutting processing time by 30% and storage costs by 40%.
- Created a secure React-based batch uploader with AWS Cognito, boosting upload efficiency by 25%.

Open Source Contributor

Jan 2024 – Feb 2024

FreeCodeCamp Github

Remote

- Resolved test cases in binary converter and developer English lessons, enhancing clarity for 10K+ monthly users.
- Refactored assertion testing logic across multiple JS lessons, improving test reliability and solution flexibility by 30%.
- Resolved race conditions in a dynamic DOM manipulation project, so UI elements render only after async fetch success.
- Partnered with global maintainers and followed detailed PR review workflows for consistent code quality.

PROJECTS

Ungithub | Next.js, Python, FastAPI, LangChain, MongoDB Vector Search, Gemini AI, NLP

May 2025

- Built for Google Cloud AI Hackathon partnered with MongoDB and Gitlab.
- Developed an AI assistant that explains GitHub codebases via chat using LangChain & Gemini AI, completely free.
- Chunked and embedded 1000+ code files from 10+ repos (tier limitations) for semantic search with MongoDB.
- Delivered vector search latency under 300ms with optimized FastAPI + Atlas index configs.
- Led a 3-person team to align AI features/UI with feedback, mentored juniors, and achieved 95% query accuracy.

Aurable | Next.js, Convex, Gemini AI, Sandpack, PayPal API, Figma

May 2025

- Built a no-code web app builder powered by Gemini AI, natural language prompts and Google OAuth 2.0.
- Integrated live code editing with Sandpack, scaled to free-tier limits (100+ users, 20+ builds/day) at 99% reliability.
- Enabled temporary deployment and PayPal API monetization, reducing user setup time by 70%.
- Prototyped frontend UI/UX with Figma and shipped reusable components, for AI query interactions.

Floor 8 | Unity3D, C#

Jan 2025 - May 2025

- Designed a 3D first person psychological horror game with 10+ scripted anomalies and 8 unique event triggers.
- Implemented 5,000+ lines of C# code to drive player mechanics, state transitions, and scene logic.
- Built 10+ immersive environments using custom 3D assets, prefabs, and real-time lighting systems.

SKILLS

Languages: TypeScript, Python, C, C++, C#, Java, SQL

Frameworks & Tools: React, Next.js, Node.js, Express, GraphQL, tRPC, Jest, Vitest, Zod, Tailwind CSS, SASS, Gemini AI, NLP Cloud & DevOps: AWS (Lambda, S3, Textract), Docker, Kubernetes, Firebase, GitHub Actions, Nginx

Data & Utilities: MongoDB, PostgreSQL, MySQL, Redis, Prisma, DynamoDB, LangChain, NLP, Unity3D, Git, Linux, REST