Kanmani Murugesan

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EDUCATION

University of Maryland—College Park, MD   Expected December 2024
Bachelor of Science, Major in Information Science, Minor in Technology Entrepreneurship and Corporate Innovation
- Google Developer Student Club, BigTh!nk AI, App Development Club, Association for Women in Computing, Girls Who Code, Women's Network, Rewriting the Code

PROGRAMMING EXPERIENCE AND PROJECTS

Technica 2023 Hackathon – College Park, MD   October 2023
Investing in Life
- Collaborated with 3 hackers and created a choose your own adventure game that increases financial literacy using created character personas and GitHub
- Used HTML, CSS, and JavaScript to create a game interface
- Created 3D avatars for the game characters in Spline

Happy Dose   June 2023 - Present
- Designed and developed a web application using React, Node.js and CSS that allowed users to create profiles where they can compile a list of favorite items
- Stored user information and profiles in MongoDB

Clocked in   April 2023
- Built a study timer that implemented a modified version pomodoro technique for chronic procrastinator
- User can start the implemented stopwatch and decide when to stop studying then a countdown timer will be created using 15% of the time studied
- Created application using JavaScript, HTML, and CSS

Major League Hacking – Remote Fellowship
MLH Founders' Fellowship Prep Program   November 2022
- Designed and developed a MERN-based application aimed at connecting college students, incorporating user feedback through Lo-Fi paper prototype testing with 7 participants
- Conducted interviews with 10 potential users to gather critical feedback for application development, facilitating user-centric design
- Participated in industry-led workshops, gaining insights into Customer Discovery, Agile methodologies, Lo-Fi Testing, and Journey Mapping

ADDITIONAL LEADERSHIP AND WORK EXPERIENCES

LightHall Software Engineer Super League (Level 4) – Remote Competition   April 2023 – May 2023
- Collaborated with a team of 3 software engineers to create a task tracker, a hangman game, and a food deciding application
- Used Svelte and React to create the frontend of the applications
- Connected the Frontend to Supabase database

MEGA Hackathon 2023 Hospitality/Restaurant Industry Award – Remote Hackathon   April 2023
Food Identifier
- Created an app aimed at reducing food waste and helping the visually impaired during a 24-hour hackathon
- Implemented image recognition technology using the "Fruits and Vegetables Image Recognition Dataset" to generate a list of ingredients from a photo of the contents of a fridge
- Designed wireframes and created prototypes on Figma

SKILLS

Proficient in Java, Python, JavaScript, HTML, CSS, and SQL.
Basic knowledge in C.