KARNIKAA VELUMANI

karnivelu@outlook.com | karni.dev | github.com/karnikaavelumani | (714) 609-2078

EDUCATION

California State University, Fullerton — **January 2024**
Bachelor of Science, Computer Science

EXPERIENCE

Freelance UI/UX Designer — **Sep 2024 - Present**
Edaters.gg — *Remote*

- Design innovative, on-brand iconography and homepage assets that strengthen messaging and brand identity, contributing to an interactive, responsive website that boosts user retention and engagement using Figma.
- Collaborate with a team of two to implement designs using HTML/CSS within the Angular.js framework.

Data Analyst Intern — **May 2022 - Aug 2022**
MS International — *Orange, CA*

- Utilized the Sisense BI tool to create interactive dashboards, facilitating analysis of packaged shipment data and identification of packaging errors. Extracted and refined Excel data for enhanced presentation.
- Performed Sisense deployment migration from Windows to Linux, conducting rigorous audits to verify the functionality of all critical assets, models, and dashboards, while ensuring seamless user accessibility.

Academy Teacher — **Dec 2020 - May 2022**
Innovation Academy — *Fullerton, CA*

- Conceptualize and develop captivating interactive activities and lesson plans focused on STEAM topics.
- Design and deliver engaging instructional materials and study sessions tailored to junior high school students.

PROJECTS

acmcsuf.com github.com/karnikaavelumani/acmcsuf.com

- Lead a team of developers on an open-source web application in SvelteKit, Node.js, TypeScript, and HTML/CSS.
- Design Figma templates, guide students in frontend development, perform bug fixes, and engineer new features.
- Automate end-to-end testing with Playwright and GitHub workflows in CI/CD pipeline.

HumeTube github.com/karnikaavelumani/humetube

- Create a Chrome browser extension that captures key facial expressions through webcam live reaction footage data, storing it using Deno Kv, and utilize the Hume AI API to analyze the emotions in background jobs.
- Build a real-time YouTube emotion analyzer for CalHacks 10.0 within 48 hours, featuring a time series component implemented as a collapsible HTML table element injected into the DOM adjacent to the YouTube player.

Knights vs Gnomes github.com/karnikaavelumani/KnightsvGnomes

- Design and implement top-down 2D RPG gameplay mechanics in Unity using C#, including level exploration, turn-based point-and-click card combat systems, and dynamic character progression elements.
- Create detailed 2D characters, tile maps, props, and other high-quality assets using Aseprite, ensuring cohesive visual storytelling through compelling visuals and animations that enhance the player experience.

SKILLS

Certifications AWS Cloud Practitioner, AWS Solutions Architect
Languages JavaScript, TypeScript, HTML/CSS, Python, C++, C#, R, SQL, Go, Java
Tools Git/GitHub, AWS, Node.js, Deno, SvelteKit, React, Next.js, Figma, Powershell, Sisense BI, Vercel, Netlify