

SUDHANSHU BASUROY

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EXPERIENCE

Technology Solutions, University of Illinois Chicago

Oct 2022 – Feb 2023

Web Development Intern

- Optimized UIC.edu front-end for speed, raising the performance score on Google Lighthouse from 20-25 to 50-55
- Implemented lazyloading for off-screen components and restructured CSS to reduce redundancy when lazyloading components
- Technology Used: VueJS

Weber Mobility AB, Sweden (Virtual)

Nov 2020 – Apr 2021

Backend Development Intern

- Designed and implemented cloud functions using Firebase Cloud Functions for an IoT electric scooter, enabling control of the vehicle's operation through a mobile application
- Utilized Firebase Firestore and Firebase Realtime Database to architect noSQL databases, enabling real-time monitoring of scooter status

IoT Alliance, SRM Institute of Science and Technology

Jun 2019 – Dec 2021

Team Lead

Jun 2021 – Dec 2021

- Developed plans for skill-building activities and public outreach efforts for team members
- Mentored the progress of multiple project teams and made critical administrative decisions for the organization
- Supervised and actively participated in the recruitment process for the organization

Technical Lead

Nov 2020 – Jun 2021

- Provided mentorship to multiple project teams by conducting daily standups and collecting weekly reports
- Conducted candidate interviews as part of the organization's recruitment process

Full Stack Developer

Jun 2019 – Nov 2020

- Developed the backend of a project by creating a noSQL database design in Firebase Firestore and writing APIs using the python based FastAPI framework
- Created a cross-platform mobile application using Ionic for an IoT based water management system

EDUCATION

University of Illinois Chicago, Chicago, IL

Aug 2022 – May 2024 (Expected)

- Master of Science in Computer Science
- Current GPA: 3.67
- Relevant Coursework: Augmented and Virtual Reality, Human Computer Interaction, User Interface Design, UX Research Methods

SRM Institute of Science and Technology, Chennai, India

Aug 2018 – May 2022

- Bachelor of Technology in Computer Science and Engineering
- GPA: 9.65
- Relevant Coursework: Data Structures and Algorithms, Object Oriented Programming, Python Programming, User Interface Design

PROJECTS

Virtual Reality Scene on Oculus Quest – Virtual Reality Coursework, 2022

- Created an interactive virtual reality scene as a part of the coursework for Augmented and Virtual Reality course
- Built 3D scene and objects using Unity3D and Blender, with object interactions optimized for Oculus Meta Quest 1 and 2
- Wrote C# scripts for spawning and animating objects, and changing light and sound schemes in the scene based on user interaction

Validate – Senior year project, 2022

- Created a website to verify the legitimacy of news and other media via crowdsourcing
- Developed the frontend using ReactJS, created a database using Firebase Firestore and wrote backend APIs using FastAPI

Mailman – Solution for Flipr 9.0 Hackathon, 2021

- Developed the backend for a bulk mailing service allowing users to schedule recurring mails to be sent to multiple addresses
- Created a database using Mongo Atlas and wrote APIs using NodeJS and ExpressJS

SKILLS

Programming Languages	: JavaScript, Python, C++
Web Technologies	: HTML, CSS, Bootstrap, ReactJS, VueJS, NodeJS, ExpressJS, FastAPI, Firebase APIs, Heroku
Databases	: PostgreSQL, Mongo Atlas, Firestore
3D Software	: Unity3D
Tools	: Git, Postman, Swagger, Jira, Trello