

Kenaniah Subrahmanyam

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Phone: (321) 263 – 7871

Location: Orlando, Florida

LANGUAGES & TECHNOLOGIES

Languages: Java, Python, C, C#, C++ **Stacks:** MERN, LAMP, SPRING (MVC) **Web:** HTML5, CSS, JavaScript

Other Tools: Git, VS code

Databases: MySQL, DynamoDB, MongoDB

Math: Calc3 (A) Diff. Eq. (A)

Interpersonal Skills: Teamwork, Leadership **Relevant Courses:** AI/ML, Robot Vision, Databases

Other Libraries and frameworks: NumPy, OpenCV, VueJS,

EDUCATION

University of Central Florida

Computer Science B.S.

GPA: 3.9

August 2020 - December 2022

Seminole State College of Florida

Associate of Arts Degree

GPA: 4.0

January 2018 - August 2020

EXPERIENCE

Software Developer Intern at Amazon Jun 2022 – Aug 2022

Seller Central - *Software that helped Amazon sellers create and schedule discounts on Amazon products*

- Completed features in web application that went into **production**, which assisted customers with various tasks.
- To complete features, I worked on creating **APIs** that called a **database** and **UI components** to use these APIs.
- Wrote **unit tests** and **integration tests** for all APIs and functions created.
- Worked with a team using **agile development** approach.

PERSONAL PROJECTS

Club Event Organizer | Full-Stack Web App | Team of two | [Demo](#) | [GitHub](#) Mar 2022 – Apr 2022

Technologies Used: HTML & CSS, PHP, JavaScript, and MySQL

- Full-stack application built in PHP.
- Prepared statements and encryption implemented for security.
- Login/Signup system implemented.
- Contains social media features, such as posting, liking, commenting, creating RSOs, etc.
- Contains account management features, such as changing password/username, etc.
- Implements different types of users with different permissions such as super admin, admin and student.

Dimension | Game Engine and Game | Team of Five Mar 2022 – Present

Technologies Used: Electron.js, Node.js, and P5.js

- Engine built completely from scratch without any collision or physics libraries.
- Includes 2D game engine which loads images, animates through frames, and drives world physics.
- Includes state machine driven AI that attack player and can be attacked.

Dungeon Run | Full-Stack Web App | Team of Six | [Demo](#) | [GitHub](#) Nov 2021 – Dec 2021

Technologies Used: MongoDB, Express.js, React, Node.js, and P5.js

- Full-stack game application built in JavaScript.
- The player survives as long they can from invading rocks while collecting coins.
- As time increases, so does the player and enemy A.I. movement.
- The following data is stored/saved in the database: High Score, Coins, and Purchased Characters.
- Uses email verification by sending a code to sign-up before registering your account.

Compiler | [GitHub](#) Jun 2021 – Jul 2021

Technologies Used: C

- Implemented a compiler in four main components.
- Compiler consisted of a virtual machine, tokenizer, parser, and assembler.