Kiran Manikonda

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Skills

Programming Languages: Java, Python, C#, JavaScript, SQL, C, C++, HTML/CSS, SystemVerilog
Frameworks / Tools : React, Node.js, ASP.NET, Express, Docker, Postman, Apache Spark, Azure Cloud, Git

Professional Experience

Software Developer | Hidden Travels   San Luis Obispo, CA (Remote) | Jan. 2023 - Present
- Collaborated with backend and UI-UX teams to build responsive frontends for Android and iOS devices
- Designed and integrated a proximity chat feature that uses GPS to group users based on geographic location
- Responsible for integrating support for institutional logins, implementing multi-factor authentication and incorporating privacy-by-design principles to ensure compliance with GDPR privacy standards
- Refactored 10,000+ lines of CSS code, improving codebase consistency and maintainability for developers
- Created CI/CD pipelines to automate the build, testing, and deployment processes across multiple platforms
- Tools Used: React Native, Node.js, Jenkins, Tailwind CSS, Figma Wireframes, Git

Instructional Student Assistant | Cal Poly Corporation   San Luis Obispo, CA | Oct. 2022 - Present
- Research initiative to explore uses of machine learning & present findings to students and research faculty
- Developed an object detection model that helps farmers identify defective fruits in crop yields, leveraging OpenCV to improve model accuracy by automating the annotation process for over 30,000 images
- Collaborated with two students to create an informed search algorithm that outperformed conventional methods in playing the New York Times 'Spelling Bee' game, demonstrating an 87% improvement rate

Software Developer Intern | Along Comes Hope   San Luis Obispo, CA | June 2022 - Aug. 2022
- Contributed to frontend development projects for a web-based nonprofit, working closely with Senior developers to build React JS frontends for the organization's main homepage and member services

Education

California Polytechnic State University - San Luis Obispo   **December 2023**
Bachelor of Science in Computer Engineering
- Relevant Coursework: Data Structures, Object Oriented Programming, Systems Programming, Algorithm Design, Computer Networks, Database Systems, Operating Systems, Computer Security, Distributed Systems

Projects

Bug Tracker (Personal Project) | *C#, Javascript, ASP.NET, React, SQLite, Postman*
https://bug-tracker-km.vercel.app/login
- Developed a ticketing system that helps developer teams efficiently report, track, and resolve project issues
- Created a user role management system that allows admins to manage project settings and user permissions
- Utilized test-driven development to verify functionality for 30+ API endpoints and ensure server reliability
- Implemented change history tracking, enabling project admins to view and undo previous changes to tickets
- Created demo accounts to demonstrate admin and developer functionality while showcasing ongoing projects

Soundbytes (Personal Project) | *Javascript, React, Node.js, Express, MongoDB, Docker*
https://sound-bytes.vercel.app/auth
- Developed a web application that utilizes text-to-speech to generate audio books from user-uploaded PDFs
- Created a custom audio player that allows users to start, pause, stop, and select moments in generated audio
- Developed a Node.js backend to facilitate storage and retrieval of previously generated audio books
- Leveraged runtime speech generation and JWT authentication to minimize server storage and reduce latency
- Deployed a containerized Docker application to Docker Hub for streamlining deployment and scalability

Acoustic Release (Capstone Project) | *C, Python*
- Interdisciplinary team project to construct a low-cost undersea probe for tracking whale movements near the Cal Poly Pier, responsible for developing embedded software needed to interface with the onboard electronics
- Developed a data processing module used to parse sonar transmissions sent between the probe and an offshore computer, leading to successful deployment of the probe's recovery system and navigation controls
- Created a test suite for verifying receiver circuit operation with CUnit, Python, and Matplotlib

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- Proposed, implemented, and integrated a client-side cache for storing map data collected by the Google Maps API, decreasing Maps API usage by 23% and reducing operating costs by $120 per month

Useful Stuff:

Template - Add On to this:
https://www.youtube.com/watch?v=2kg0z1qNrkw&ab_channel=CodeCommerce

Cool Animation Here:
https://aaspinwall.com/

Portfolio Template:
https://github.com/bscottnz/portfolio-site

https://benscott.dev/

Great Resume (yoink format)
https://i.redd.it/re-entering-the-job-market-looking-for-feedback-v0-57bzzy3ozi7b1.png?s=ebe419d5a50924a512a5099b007a0072d0c26e17

Chat GPT Prompts:
https://www.reddit.com/r/ChatGPT/comments/14gtdug/bumping_your_cv_with_chatgpt/

Jake's Resume:
https://www.overleaf.com/latex/templates/jakes-resume/syzfjbzwjncs

My capstone project which involved working in a team to construct a low-cost undersea probe for tracking whale movements near the Cal Poly Pier, responsible for developing embedded software needed to interface with the onboard electronics

- Team project to construct a low-cost undersea probe for tracking whale movements near the Cal Poly Pier, responsible for developing embedded software needed to interface with the onboard electronics

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For Each Project:
- Description
- Challenges
- What I learned

Bug Tracker
- For this project, I wanted to try and create something with enough polish and functionality to be used in a business setting. This project is a ticketing system intended for use in dev teams.

Soundbytes
- originally, this would create mp3 files stored on the server
- I found a clever approach to generate audio on the user's device without the need to store large file audio files on the server. This drastically reduced latency and minimized server storage. However, this meant that I needed to figure out a way to create a custom audio player for indexing generated audio.

Acoustic Release
- Mech E Report Image stored as Acoustic_Release_Image
- Image show deploy test off the Cal Poly Pier at ~80 meters deep

Quake Display
- Revamp UI with React JS, Tailwind CSS