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   San Luis Obispo, CA (Remote) | Jan 2023 - Sept 2023
- Helped launch a profitable startup with a community of 200+ monthly users, utilizing cross-platform tools to design, implement, and iterate upon full-stack app features for both Android and iOS platforms
- Responsible for integrating support for institutional logins, implementing multi-factor authentication and incorporating privacy-by-design principles to ensure compliance with data protection requirements
- Refactored a frontend codebase developed by separate teams, improving code maintainability & performance
- Created CI/CD pipelines to automate the build, testing, and deployment processes across multiple platforms
- Tools Used: React Native, Node.js, Jenkins, JavaScript, 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