Meghana Gopannagari

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EDUCATION

University of Illinois – Urbana Champaign　　　　　　　　　　　**Expected May 2025**
Bachelor of Science in Computer Science, Minor: Game Studies and Design　　GPA: 4.0

EMPLOYMENT

Cargill Innovation Lab　　　　　　　　　　　　　　　　　　　　May - Aug. 2023
Software Engineering Intern (Champaign, IL)
- Created SQL commands to parse through real time data from 150+ facilities with 1,000,000+ records across the globe to identify risk factors from individual plants.
- Designed and implemented 20+ dashboards displaying 40+ key risk indicators to guide the decision making of executives and managers at Cargill.

PROJECTS AND RESEARCH

Embodied and Immersive Technologies (EmIT) Lab – Student Researcher　　Jan. 2024 - Present
- Developing an interactive game for TooTalk, an application teaching Persian to children, using Flutter and building on scaffolding principles in education.

ClassTranscribe – Student Researcher with Prof. Liu and Prof. Angrave　　Aug. 2023 - Present
- Enhanced the user interface of ClassTranscribe to adapt to 2000+ student users through customizations of word counts, screen layout, and chapter structure.
- Deployed large language models to analyze open-ended responses in surveys to gain meaningful user feedback. Published innovative work via 2024 ASEE conference.
- Composed accessibility newsletters to encourage instructors to implement Universal Design for Learning (UDL); reached 400+ website visits and 85+ subscribers.

3D Platformer Game　　　　　　　　　　　　　　　　　　　　Feb. - March 2024
- Designed and developed a 3D platformer game in Unreal where users interact with mortar, AI pursuer, and attacker enemies while dodging moving obstacles.

JPMorgan Chase & Co. Code for Good – Hackathon　　　　　　　　Oct. 2023
- Designed an interactive volunteering web app for the nonprofit "Rebuilding Aurora" using HCI and gamification. Awarded 1st place team in the hackathon.
- Developed a full stack React app to display volunteer points/events and built Firebase database to store user and event data.

SpeechToSign – Student Research on Sign Language Translation　　　Dec. 2020 - May 2022
- Developed rule-based natural language processing algorithm to translate English to ASL while preserving grammatical patterns using SpaCy.
- Webscraped 100+ ASL videos from online ASL datasets, stored data in a mySQL database, and developed an Android app to make requests to Flask server.

RELEVANT COURSEWORK AND SKILLS

Courses: Algorithms, Systems Programming, Databases, Game Dev, Human-centered Design, Data Structures
Programming Languages: Python, SQL, C++/C, HTML/CSS/JS, Java, Verilog, MIPS assembly
Applications: React, Unreal, Git, Firebase, Flask, Flutter
Skills: Android App Development, Artificial Intelligence, Machine Learning, Natural Language Processing

AWARDS AND LEADERSHIP

[include your ASEE papers here]	2024
Alpha Omega Epsilon Membership Director (Previous: Risk, Alumnae Relations)	2023, 2024
Shefali and Umesh Subramanian Merit Scholarship	2022-2025
Technovation Mobile App Competition Semifinalist	May 2021