Meghana Gopannagari

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EDUCATION

University of Illinois – Urbana Champaign	**Expected May 2026**
Bachelor of Science in Computer Science, Minor: Game Studies and Design	GPA: 4.0/4.0

EMPLOYMENT

Capital One — June - August 2024
Software Engineering Intern (McLean, VA)
- Designing and developing a full-stack administrative web application with TypeScript and Vue.js to allow customer service agents to manage their resources, and to facilitate interactions between agents and backend microservice APIs

Cargill Innovation Lab — May - August 2023
Software Engineering Intern (Champaign, IL)
- Created SQL commands to parse real-time data from 150+ facilities and 1M+ records to identify key risk factors, collaborating with data scientists and executives.
- Designed and implemented 20+ dashboards displaying 40+ key risk indicators to guide the decision making of executives and managers using data-driven insights.

PROJECTS AND RESEARCH

ClassTranscribe – Student Researcher with Prof. Liu and Prof. Angrave — August 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 data-driven user feedback. Accepted by the 2024 ASEE engineering conference.
- Composed accessibility newsletters to encourage instructors to implement Universal Design for Learning (UDL); reached 400+ website visits and 85+ subscribers.

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

JPMorgan Chase & Co. Code for Good – Hackathon — October 2023
- Designed an interactive volunteering web app for the nonprofit "Rebuilding Aurora" with human computer interaction, winning 1st place in the hackathon.
- Developed a full stack React app to display volunteer points/events in a gamified manner and built a Firebase database to store user and event data.

SpeechToSign – Student Research on Sign Language Translation — December 2020 - May 2022
- Developed a rule-based natural language processing algorithm to convert English to ASL and converted 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/Apps: Python, SQL, C++/C, Unreal, React, JavaScript, TypeScript, Verilog, Java, Git
Skills: Android App Development, Artificial Intelligence, Machine Learning, Natural Language Processing

AWARDS AND LEADERSHIP

Alpha Omega Epsilon Membership Director – Executive Board (Past: Alumnae Relations)	2023, 2024
Shefali and Umesh Subramanian Merit Scholarship	2022-2025
Real Assistive Technology for Everyone Conference Keynote Speaker	October 2021
Technovation Mobile App Competition Semifinalist	May 2021