

Girish Dodda

Web Application Developer & Software Engineer

Linkedin: <http://www.linkedin.com/in/girish-dodda-03b280205>

Github: <https://github.com/mrblacklicorice>

WORK HISTORY

Mobile App Developer Internship (Jun 2022 - Aug 2022)

Lincoln Private Jets

- Addressed and resolved software bugs in **Angular** applications, ensuring functionality and user experience.
- Independently led the transition of a web application from **Angular** to **React Native**, enhancing mobile compatibility and performance.
- Documented key design patterns and solutions for use in future development cycles.
- Performed data modeling and testing to maintain high standards in both **Angular** and **React Native** projects.

PROJECTS

Passcode App for Wear OS (Aug 2023)

- Engineered a **Wear OS** app for Galaxy watches using **Android SDK**.
- Integrated **Github Actions** for secure handling of university dual authorization passcodes.
- Enhanced user convenience in the authentication process.

Conway's Game of Life (Jul 2023) [Try it out!](#)

- Developed a project to explore Conway's Game of Life, focusing on **cellular automata** using **Processing 5**.
- Gained expertise in transformations and scaling for zooming and dragging functionalities.

Battleship with Databases (Dec 2022) [Try it out!](#)

- Reimagined the classic multiplayer game Battleship with a modern twist.
- Initiated with Peer to Peer connections using **PeerJs**, later integrating **Firebase Database** for database functionality.

Tetris with a Twist (Jan 2022) [Try it out!](#)

- Created an innovative Tetris version with an added twist mechanic.
- Undertook the challenge of development without external references, inspired by its complexity.

AI Flappy Bird (Aug 2021) [Try it out!](#)

- Designed a Flappy Bird clone as a **neuroevolution** demonstration.
- Utilized **TensorFlow.js** and The Coding Train's neural network library.

Crazy Noisy Bizarre World (Jul 2020) [Try it out!](#)

- Demonstrated the application of **Perlin & Simplex noise** in terrain generation for open-world games.
- Introduced the potential uses of these noise functions in game development.

HACKATHONS

Empty Fridge (MadHacks 2023 - Best Sustainability Hack)

- Developed a recipe app using **Puppeteer JS** for web scraping, providing recipes based on available ingredients.
- Employed **JavaScript**, **HTML5**, and **CSS** to design and implement the website..
- The project aimed to reduce food waste and promote sustainable cooking.

Ready, Set, Go! (St3am - Best Engineering & 2nd Best Overall)

- Implemented a project using **Arduino** boards and IoT technology.
- Created a network of personalized communication devices to enhance student-teacher interactions.

Baba (HackVH - 2nd Best Overall)

- Collaborated on developing an app for AP exam preparation using **JavaScript** and **Firebase Database**.
- Integrated **JavaScript**, **HTML5**, and **CSS** for the website development.
- Utilized collective computer science skills to create an efficient and interactive study tool.

✉ girishbdodda@gmail.com
☎ (720) 616-8809
📍 Vernon Hills, IL 60061
🌐 [LinkedIn](#)
🔗 [Github](#)

LEETCODE

Total: 200

Easy: 83

Medium: 113

Hard: 4

TECHNICAL SKILLS

JavaScript | HTML 5 | CSS | Java |
Arduino(C++) | Python | Android
SDK | Node.js | Git | Github | R |
Tensorflow| Adobe Illustrator

EDUCATION

**Bachelor of Science,
Computer Science**

University of
Wisconsin-Madison

📅 Sep 2022 - May 2025 (Exp)

📍 Madison, WI

**Bachelor of Science, Data
Science**

University of
Wisconsin-Madison

📅 Sep 2022 - May 2025 (Exp)

📍 Madison, WI

AWARDS

Dean's List

University of Wisconsin-Madison

📅 FALL 2022, SPRING 2023



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