

Girish Dodda

Web Application Developer & Software Engineer

Highly resourceful and progressive web developer with a proven track record in creating innovative web designs and features. Proficient in HTML5, CSS, and JavaScript, with a quick grasp of new technologies. Skilled at identifying and resolving complex code issues with an analytical and driven mindset. Committed to achieving development objectives within tight schedules while maintaining impeccable code quality.

TECHNICAL SKILLS

- Programming: JavaScript, HTML 5/ CSS, Java, Aurdino (C++ fork)
- Programming Tools: Node.js, Git & GitHub
- General Skills: Excel, Google Sheets, Google Drive, Adobe Illustrator

WORK HISTORY

Mobile App Developer Intern (06-2022 - 08-2022)

Lincoln Private Jets

- Resolved app defects by reviewing bug reports and tracking repeatable malfunctions within software titles.
- Documented design patterns for later use as templates in subsequent patches and iterative app development cycles.
- Conducted data modeling, performance and interaction testing.
- Worked on porting a web application to a mobile application.

PROJECTS

Crazy Noisy Bizzare World

- I created a demonstration using Perlin & Simplex noise, exploring their applications in areas like terrain generation for open-world games. It served as an introduction to their potential uses.

AI Flappy Bird

- I created a Flappy Bird clone as a demonstration of the basics of neuroevolution. The game incorporates a neuroevolution algorithm powered by TensorFlow.js, utilizing [The Coding Train's](#) neural network library.

Tetris with a Twist

- This project is an enhanced version of Tetris with a unique twist. Inspired by an upperclassman's mention of its complexity, I embarked on the challenge to recreate Tetris without external references. The addition of the twist mechanic adds excitement to the game.

Battleship with Databases

- This project is a recreation of the multiplayer game Battleship, initially aiming for Peer to Peer connections using PeerJs but transitioning to Firestore databases.

Conways Game of Life

- I explored Conway's Game of Life, a cellular automaton, with this project. This project taught me a lot about transformations and scaling as I needed them to implement zooming and dragging. Developed using the P5.js library, it provides an example board to get started.

HACKATHONS

Baba (HackVH - 2nd Best Overall)

- As AP students, all of us have felt the stress that came with AP studying, and have always wondered if there was ever an easier way to study for the AP exam. Thus we decided to pool together our CS skills to create BABA.

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

- The project uses the MKR IoT Board and IoT technology to transform student-teacher interactions. By creating a network of devices, it enables personalized one-on-one communication, enhancing the learning experience and fostering academic growth through modern technology.

Empty Fridge (MadHacks 2023 - Best Sustainability Hack)

- Empty Fridge offers you thousands of recipees based on the user's input of available ingredients. If you wanted to use the leftover chicken and eggs, Empty Fridge might suggest you to make a tasty Chicken and Eggs Breakfast Skillet.

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EDUCATION

Bachelor of Science, Computer Science

University of Wisconsin-Madison

📅 September 2022 - current

📍 Madison, WI

Bachelor of Science, Data Science

University of Wisconsin-Madison

📅 September 2022 - current

📍 Madison, WI

AWARDS

Dean's List

Univeristy of Wisconsin-Madison

📅 FALL 2022, SPRING 2023

LEETCODE

Total: 164

Easy: 70

Medium: 92

Hard: 2



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