

Philip Thakuri

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EDUCATION

University of Washington

Sept 2020 – Aug 2023

Bachelor's of Science in Computer Science

- **Earned Dean's List:** Winter 2021 | Spring 2023
- **Relevant Coursework:** Data Structures | Algorithms | Object-Oriented Programming | Databases
Natural Language Processing | Web and Mobile Development | Computer Architecture

PROJECTS

Team Management App | *Java, Spring Boot, Typescript, Angular, PostgreSQL, Postman, Maven, Node.js, Figma*

- Developed a full-stack work organization management application, allowing users to post announcements, manage teams, projects and users within their organization, complete with back-end documentation.
- Created sixteen RESTful API endpoints for users, teams, companies, and announcements by implementing controllers, DTOs, and services for the server-side back-end.
- Implemented an interactive front-end user interface with diverse functionality, featuring a role-based login page, an employee directory, a homepage and additional sections for user navigation.
- Integrated functionality to bridge the back-end and front-end, featuring secure user login with a Spring Boot credentials system for authorized access to organizational data.

Android Chat App | *Android Studio, Java, Node.js, Express.js, SQL, Heroku, Postman, Gradle*

- Developed a full-stack Android application that enables people to connect and communicate seamlessly through real-time messaging functionality.
- Collaborated efficiently with team of five using agile methodology including daily scrums, sprints and user stories.
- Designed and implemented a dynamic homepage with extensive features, enhancing the user interface, and improving the overall user experience of the application.
- Integrated real-time JSON data from a weather API and transformed it into a RESTful API.

Song Guessing Web game | *JavaScript, Typescript, Angular, Spotify Web API, Node.js, Figma, Git, GitHub*

- Created an engaging and challenging web application using Spotify's Web API to create a dynamic song guessing game, using Angular for the interactive front-end user experience.
- Designed and developed a Figma WireFrame for the UI and streamline page navigation for the web application.
- Built a dynamic and randomized game mechanics to provide a more challenging and immersive user experience.
- Integrated a point system that enables users to track scores and compete on a leaderboard stored in local storage.

EXPERIENCE

Full-Stack Software Developer

Aug 2024 – Oct 2024

Cook Systems | Apprenticeship

Remote

- Completed an 8-week intensive program focusing on technical skill development and specific training for enterprise-level corporate environments.
- Established a strong foundation in full-stack development through hands-on projects utilizing Java, Spring Boot, PostgreSQL, JavaScript, Angular, and React.
- Collaborated in cross-functional teams within an Agile environment, utilizing effective communication, teamwork and leadership to deliver software solutions within deadlines.

Front-end Developer

Jun 2023 – Aug 2023

Jiri Natural | Internship

Remote

- Achieved a 60% improvement in website accessibility through innovative solutions and strategic planning for future development with the CEO.
- Refined and improved the user interface design, developing a cohesive and aesthetically pleasing user experience.
- Improved 20% in page load time and optimized website performance through implementing best practices.

TECHNICAL SKILLS

Languages: Java, Python, JavaScript, TypeScript, SQL, HTML/CSS, C/C++, R, Erlang

Frameworks: Spring Boot Angular, Node.js, JUnit, Swing, Express.js, TensorFlow, Material-UI

Developer Tools: Git, Github, PostgreSQL, Google Cloud Platform, IntelliJ, WebStorm, Android Studio, Postman

Other: Version Control, Documentation, Agile Project Management, SCRUM, Problem Solving, Critical Thinking