



PRADEEP SENTHIL

Profile Summary

Currently pursuing a Bachelor of Science in Computer Science from Urbana Champaign University. An effective communicator with excellent interpersonal, logical thinking and analytical abilities.

Awards and Achievements

Skills USA Nationals, June 2016



Gold Medal in Illinois (State)



Bronze Medal in Kentucky (National)

Competition consists of project coding and output, a skill-related to written test and an interview.

President's Education Awards Program



Outstanding Academic Excellence 2017



Outstanding Academic Excellence 2013

Chess Tournament



SDEAA - 1st Place

INTECS - 1st Place

iTune Store (Mobile App)

<https://itunes.apple.com/us/app/uiuc-transit/id1413291281?mt=8>

Github

github.com/pradeepsen99/Navigation-for-CUMTD

Contact Details

Mobile: (630)-706-1275

Email: pradeepsen99@gmail.com

LinkedIn: [linkedin.com/in/pradeepsen99](https://www.linkedin.com/in/pradeepsen99)

Intern Experience

HEHE LABS. KIGALI, RWANDA

June – July 2016

Software Developer Intern

- Traveled to Kigali, Rwanda to work on InventEd project.
- Integrated Github onto their platform using Github's API.
- Worked on the core design of the user's profile view to provide a simpler user experience.

Project Experience

NAVIGATION FOR CUMTD URBANA, IL

Dec 2018 – Present

- Main Function of the App is to display the closest stops to the user.
- Designed the iOS app using XCode and programmed using Swift. Also worked on the back-end data fetching from CUMTD.
- Code: github.com/pradeepsen99/Navigation-for-CUMTD
- App is on iTunes : Link: <https://itunes.apple.com/us/app/uiuc-transit/id1413291281?mt=8>

DISASTER HANDBOOK DEKALB, IL

Nov 2017

- App takes zip code given by the user, runs it through an internal database of recorded disasters and shows the disaster's that occurred in the area.
- Worked on the back-end API, along with sorting the JSON data to be displayed to the end user.
- Link: devpost.com/software/the-disaster-handbook

LAST CHANCE TO RUN PEORIA, ILLINOIS *June 2017–Present*

- 2D Side Scroller game where player has to dodge obstacles and scored on distance travelled.
- Game Engine used is Unity and code is written in C#.
- Re-did the core codebase from the original version of the project and made the code more readable while increasing the game's performance by about 25%.
- Code: github.com/SilverSquadStudios/LastChanceRemastered

Education

UNIVERSITY OF ILLINOIS AT URBANA CHAMPAIGN: BSC URBANA, ILLINOIS

Computer Science

Relevant Coursework: CS 125, CS 126, CS 173, CS 225

Skills & Competencies

Swift

Java

React Native

XCode

Visual Basic

C#

Unity

REST API

Git