

# Pradeep Senthil

pradeepsen99@gmail.com | (630)-706-1275 | [linkedin.com/in/pradeepsen99](https://www.linkedin.com/in/pradeepsen99) | [github.com/pradeepsen99](https://github.com/pradeepsen99)

## EDUCATION

University of Illinois at Urbana Champaign: BSc  
*Urbana, Illinois*

Spring 2021

- Major: Computer Science
- Relevant Coursework: CS 225 (Data Structures), CS 126 (Software Design), CS 465 (UI Design)

## EXPERIENCE & PROJECTS

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 backend data fetching from CUMTD.
- Currently on the App Store.
- Code: [github.com/pradeepsen99/Navigation-for-CUMTD](https://github.com/pradeepsen99/Navigation-for-CUMTD)
- 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 backend API, along with sorting the JSON data to be displayed to the end user.
- Link: [devpost.com/software/the-disaster-handbook](https://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 is 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](https://github.com/SilverSquadStudios/LastChanceRemastered)

Skills USA Nationals  
*Louisville, Kentucky*

June 2016

- Competition consists of project coding and output, a skill-related written test and an interview.
- Represented Illinois against competitors from 45 other states.
- Placed 3<sup>rd</sup> in the competition.

Software Developer Intern  
*HeHe Labs. Kigali, Rwanda*

June – July 2016

- Travelled 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.

## SKILLS

- |                |                |            |
|----------------|----------------|------------|
| • Swift        | • XCode        | • Unity    |
| • Java         | • Visual Basic | • REST API |
| • React Native | • C#           | • Git      |