

# Ravi Jayanthi

SOFTWARE ENGINEER

## EDUCATION

### UCLA

#### COMPUTER SCIENCE

Bachelors of Science (B.S.) 2018

Network Fundamentals Data Structures Algorithms  
Class Inheritance & Polymorphism Recursion

## LINKS

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🌐 ravikjay    🌐 ravikjay.github.io  
📍 Los Angeles    ☎ 661 803 5945

## SKILLS

### PROGRAMMING

Strong:

C++ • C#/NET • C •  $\text{\LaTeX}$

Familiar:

Javascript • Python • HTML/CSS • Bash

### TECHNOLOGIES

Azure • AWS EC2 • YQL • Google Analytics

Arduino • Bootstrap • Linux • Vim

TFS • Xcode • Visual Studio

## EXPERIENCE

### AMERICAN EXPRESS | SOFTWARE ENGINEERING INTERN

June 2016 - September 2016 | Phoenix, AZ

- Created a full-stack, scalable ASP.NET web application to simplify CRUD operations to a SQL Server Database
- Did work on the entire stack from designing and implementing UI using HTML/CSS/Javascript to abstracting procedure calls to SQL Server in a personally built API
- Work directly increased developer and business unit productivity by reducing overhead on database operations 300%

### SCHNEIDER-ELECTRIC | SOFTWARE ENGINEERING INTERN

July 2015 - September 2015 | Lake Forest, CA

- Extended a time-series cloud database's ability to showcase various different data patterns by developing and deploying a customizable Azure Cloud Service Worker Role that programmatically queries online for stock data and records them in the database
- Implemented new feature in a time-series cloud database that would allow the database to observe and record its own internal communications, server calls, and general functionality to self-diagnose in case of crashes or errors

### SCALABLE ANALYTICS INSTITUTE | UNDERGRADUATE RESEARCHER & DEVELOPER

September 2015 - Current | UCLA

- Developing for the AZtec Biomedical Software Index project under Professor Wei Wang as part of the BD2K (Big Data to Knowledge) initiative funded by the National Institute of Health.
- Developing/deploying diagnostic features for the website, writing scripts to scrape, parse, and record external resources for website extension, extended database functionality and usage.

## PROJECTS

### BOULDER BLAST | C++

Implemented a puzzle/shooter arcade-style game based on a provided OpenGL framework. Game design, including inheritance flow between classes and implementation of all classes, was done from the ground up. Features fully functioning leveling, AI enemies, and in-game power-ups. See my GitHub for the source code!

### WATCHFACE | C/PEBBLE.JS

Designed in Pebble.js and developed in C, this is a watch-face for my Pebble smart-watch. Using bitmap layers, with soon-to-come sports API informations. See my wrist for the app and see my GitHub for the source code!

### RAVIKJAY.GITHUB.IO | HTML/CSS/BOOTSTRAP

Launched a personal website/portfolio using HTML5, CSS3, and the robust framework of Bootstrap. Also implemented LESS wrapper for some of the design elements. See my GitHub for the source code!