Ravi Jayanthi

SOFTWARE ENGINEER

EXPERIENCE

AMERICAN EXPRESS | SOFTWARE ENGINEERING INTERN

June 2016 - September 2016 | Phoenix, AZ

- Created full-stack, scalable ASP.NET web app to simplify CRUD operations to a SQL Server Database
- Designed and implemented UI using HTML/CSS/JS/Razor
- Constructed C# API to abstract away procedure calls to SQL Server database and facilitate encrypted log-in
- Won company hackathon for Data Visualization web app using morris.js, Google Maps 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 to showcase data patterns with C#. Developed deployed a customizable Azure Worker Role in C#/.NET that queries Yahoo Finance API for stock data to record
- Implemented new feature in the same NoSQL database to have it observe/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 AZtec Biomedical-Software Indexer as part of the Big Data initiative for Ntl. Inst. of Health.
- Deploying diagnostic features for the website with Javascript and Google Embed API, writing Python scripts with NLTK to scrape, parse, and record external resources for website extension, extended database functionality and usage.

EDUCATION

UCLA

COMPUTER SCIENCE
Bachelors of Science (B.S.)
Graduating: June 2018

LINKS

in /in/ravikjay

✉ ravikjay@gmail.com

 ravikjay

 ravikjay.github.io

 Los Angeles

 661 803 5945

SKILLS

PROGRAMMING

C++ • C • C# • LaTeX
Java • Python • HTML/CSS • Bash

TECHNOLOGIES

ASP.NET MVC • Azure • AWS EC2 • YQL
Google Analytics • Arduino • Bootstrap
Linux • Vim • Razor • Xcode
Visual Studio

PROJECTS

BOULDER BLAST | C++

Implemented a puzzle/shooter arcade 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 leveling, AI enemies, and power-ups. See it here: http://bit.ly/2dwoORb

WATCHFACE | C/PEBBLE.JS

Designed in Pebble.js and developed in C, this is a watch-face for my Pebble smart-watch. Uses bitmap layers. See my wrist for the app & the code here: http://bit.ly/2dyTgXG

RAVIKJAY.GITHUB.IO | HTML/CSS/BOOTSTRAP

Launched a personal website using HTML/CSS, Boostrap. Also implemented LESS wrapper for some of the design elements. See it here: http://bit.ly/2dIJ0gz

WEB STEGANOGRAPHER | C++

Implemented an LZW compression algorithm based on a provided web scraper that encodes and decodes secret messages in HTML source files. Wrote an open hash table to handle all requests to store, encode, and decode characters. See it here: http://bit.ly/2dWsDhY