Ravi Jayanthi

UCLA Computer Science: Graduating June 2018

EXPERIENCE

AMERICAN EXPRESS | Software Engineering Intern

June 2016 - September 2016

- Created new full-stack, scalable web app to simplify & secure CRUD operations to a SQL Database, allowing developers a safer alternative to writing more error-prone SQL statements
- Built encrypted log-in system to give certain users privileged edit access
- Designed and implemented responsive web interface with HTML/CSS/JS to minimize user friction
- Constructed programmatic API allowing developers to interact with user data using safer access methods
- Won company hackathon for Data Visualization web app built with morris.js and Google Maps API
- Directly increased developer and business unit productivity by reducing overhead on database operations by 300%

SCHNEIDER-ELECTRIC | Software Engineering Intern

July 2015 - September 2015

- Extended a time-series cloud database to showcase data patterns. Developed & deployed a customizable Azure Worker Role in 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, B.S.
Graduating: June 2018

LINKS

in /in/ravikjay   ✉ ravikjay@gmail.com
⌨ ravikjay   🌐 ravikjay.github.io
📍 Los Angeles   ☎ 661 803 5945

SKILLS

PROGRAMMING

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

TECHNOLOGIES

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

PROJECTS

BOULDER BLAST | C++

⌨ http://bit.ly/2dwoORb

Implemented a puzzle/shooter game based on a provided OpenGL framework. Game design, including class inheritance flow and implementation, was done from ground up. Features leveling, AI enemies, and power-ups.

FALCON | WebGL/Javascript

⌨ http://bit.ly/2fYTvO2

Built a 3D animation of the Millennium Falcon taking off and maneuvering through space. All coloring and texturing implemented robustly to reflect light dynamically. Designed two-level hierarchical objects for the complex spaceship components. (Live Demo: http://falcon.surge.sh)

WATCHFACE | C/Pebble.js

⌨ http://bit.ly/2dyTgXG

Designed in Pebble.js and developed in C, this is a custom watchface for my Pebble smart-watch. Uses bitmap layers to display weather from Weather.com API. Also features a Pomodoro timer for the popular study method.