# Ravi Jayanthi

ravikjay.github.io ravikjay@gmail.com | 661.803.5945

# **EDUCATION**

## **UCLA**

COMPUTER SCIENCE AND ENGINEERING

Class of 2018

Henry Samueli School of Engineering

#### **SOLAR ENERGY INT'L**

Grad. July 2012 | Los Angeles, CA PhotoVoltaics 101 Big Data Management for Industrial Use

# **SKILLS**

## **PROGRAMMING**

Strong:

C++ • C#/.NET • C • MTFX

Familiar:

Swift • HTML/CSS • NodeJS

#### **TECHNOLOGIES**

Azure • AWS EC2 • YQL • Google Analytics Arduino • Bootstrap • Linux • Vim TES • Xcode • Visual Studio

# **EXPERIENCE**

## **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 Boostrap. Also implemented LESS wrapper for some of the design elements. See my GitHub for the source code!

# **COURSEWORK**

#### **UNDERGRADUATE**

Basic Computer Architecture
Network Fundamentals
Data Structures
Algorithms
Class Inheritance & Polymorphism
Recursion

## LINKS

Github:// github.com/ravikjay LinkedIn:// linkedin.com/in/ravikjay Personal:// ravikjay.github.io