Ravi Jayanthi

SOFTWARE ENGINEER

EDUCATION

UCLA

Computer Science

Bachelors of Science (B.S.) 2018

Network Fundamentals Data Structures Algorithms
Class Inheritance & Polymorphism Recursion

LINKS

/in/ravikjay
ravikjay
Los Angeles
ravikjay@gmail.com
ravikjay.github.io
661 803 5945

SKILLS

PROGRAMMING

Strong:
C++ • C# • C • LaTeX
Familiar:
Javascript • Python • HTML/CSS • Bash

TECHNOLOGIES

ASP.NET MVC • Azure • AWS EC2 • YQL
Google Analytics • Arduino • Bootstrap
Linux • Vim • Razor • 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 different data patterns by developing/deploying a customizable Azure Worker Role that programmatically queries online for stock data and records them
- Implemented new feature in the same database that would allow it 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!