

Raj Reddy

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EXPERIENCE

Zhang Lab at the Kahlert School of Computing, SLC, UT *Undergraduate Research Assistant*

AUGUST 2023 - PRESENT

- Conducted a comprehensive analysis of 200 Ethereum smart contracts using Solidity, identifying and mitigating malicious elements to enhance contract security and reliability.
- Developed specialized Solidity programs to automatically detect and filter out malicious traits in smart contracts, contributing to safer blockchain applications.
- Engaged in collaborative research within a diverse academic team, enhancing project outcomes through effective teamwork and communication.

University of Utah IT, SLC, UT *Software Development Intern*

OCTOBER 2023 - MAY 2024

- Interned for the Identity and Access Management division (IAM) on campus.
- Assisted in the development and testing of software security tools using Python, focusing on application integrity and user access management.
- Additionally, implemented automation by integrating Python scripts into over 50 Windows machines across campus using Windows PowerShell, streamlining administrative processes and enhancing system functionalities.

HEXstream, Chicago, IL *Software Engineering Intern*

MAY 2022 - AUGUST 2022

- Engineered the integration of over 25 company tools into Microsoft Azure, centralizing them on a cloud server to streamline operations and enhance system accessibility.
- Developed and fine-tuned MySQL databases, significantly improving data transfer efficiency and operational workflows, which contributed to better data management across the organization.

EDUCATION

University of Utah, SLC, UT *B.S. in Computer Science and Minor in Physics*

GRADUATION: MAY 2025

- Relevant Coursework: Software Practice I & II, Database Systems, Algorithms, Computer Networking, Computer Organization, Object-Oriented Programming, Intro to Data Structures and Algorithms, Foundations of Data Analysis, Computer Systems, Image Processing Basics, and Computer Vision
- Activities: Technical Coding Club, SHPE, and Software Development Club.

SKILLS

PROGRAMMING

- C/C++
- C#
- Python
- Java
- JavaScript
- HTML/CSS

DEVELOPMENT

- .NET
- MAUI
- MSTest
- Linux/Unix
- Azure
- Docker
- Git

DATABASE

- MySQL
- LINQ

PERSONAL PROJECTS

SNAKE GAME

- Developed the Snake game client-server architecture using C# and MAUI for the graphical user interface.
- Utilized JSON to manage real-time game state updates and XML for developing a modifiable settings file, enhancing game customization.

LMS APPLICATION

- Engineered a robust backend system to track and manage students' academic data, including scores, GPAs, class grades, and class averages.
- Utilized SQL and LINQ to build and maintain the backend architecture.