Sai Chandu Naru

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Education

University of Florida Gainsville, FL

Bachelor of Science in Computer Science (GPA: 3.5/4.0) *Current – May 2026*

- Courses: Discrete Structures, Multi-Variable Calculus, Linear-Algebra, Data Structures and Algorithms, Go Computational Math, Advanced Programming Fundamentals, Computer Organization, and Engineering Statistics

Technical Skills

Languages/Skills:Linux Shell, .NET, TypeScript, PostGres, MySQL, C, MongoDB, REST, Node.js,Express.js, ReactJS, React-Native, JSON, Java, JSX, Python, C/C++, CSS, HTML-5, JavaScript, Object Oriented Programming, Data Structures and Algorithms, Pandas, Numpy, R, MatLab, Arduino, and Git/Github, Unity Engine
Classes: AP Computer Science A, AP Calc AB/BC, AP Stats, Univeristy of Central Florida C Programming, AP Chemistry, AP Physics C Mechanics, Procedural Programming, Foundation of Programming, and USACO Guide

Experience

Software Engineering Club Aug 2022 – Current

Software Dev *Gainesville, Florida*

- Developed a Twitter clone using HTML, CSS, and JavaScript, and utilized Node.js, Express.js, and Mongoose to build a RESTful API and store user data in a cloud-based MongoDB database, while hosting the web app on Heroku
- Collaborated with a team of developers to develop a centralized app for managing the logistics and information of all University of Florida clubs. The app was built using Mongoose Database, Express.js/Node.js for the backend, and React Native and Expo for testing the mobile app.
- Currently contributing to the conversion of the existing codebase from class-based React components to functional components to improve maintainability and performance.

Computing Center for Social Good June 2021 – September 2021

AI/ML Intern *Virtual*

- Designed, developed, and tested AI agent Python script and framed project with Object Oriented Programming, utilized Numpy and Pandas module to apply Supervised Learning and statistical analysis to answer graphical IQ questions by analyzing pixel patterns
- Constructed logic for Math AI Python script that uses Pytesseract, Object Character Recognition libraries, which serves as an aid to math students by reading arithmetic math problems from an image format and returns an answer with graphical solution to use
- Led a team of student developers, coordinated meetings to discuss technical bugs and new possible features to Math AI tutor, and utilized git and git-hub to develop projects

Projects + Clubs

Spotify Graph Visualization | React JS, Auth2.0, Vis.js

- Designed and developed a dynamic song visualization tool for Spotify songs using Vis.js library and React.js frontend. Integrated Spotify API and OAuth2 authorization workflow to fetch and display song data, including metadata, audio features, recommendations, and song connections.
- Created a dynamic visualization of the graph, with nodes representing individual songs and edges representing song connections or recommended songs. Also, visulized graph algorithims like Breath First Search to optimize shorted path between two songs

Climbr (Goal-Setting Web App) | *React Js, HTML, CSS*

- Collaborated in a team at SwampHacks to develop a gamified goal-setting web app, utilizing React.js, HTML, and CSS to build an interactive user interface with features for setting, tracking, and competing to complete group goals. Implemented logic for how to structure groups and users in JSON data, and helped with the design of card system

Backtrack Generator (Capstone Project) | *Python, Mingus*

- Collaborated with a team of developers to programmatically generate a flavored backing track based on the user choices such as the type of instrument, layers of tracks (choice to include a bass, drum line, main chord line) , BPM (beat per minute), genre, and key.
- Utilized the Python "Mingus" library to computationally generate notes, tracks, and compositions which can be played by a virtual MIDI instrument. Users can interact with CLI to generate and merge backing tracks

UF Programming Team Aug. 2022 – Current

ICPC Competitive Programmer *Gainesville, FL*

- Learned and solved problems about data-structures and algorithms such as dynamic programming, graph theory, number theory, and practiced problems on coding platforms like vJudge, UVa, and LeetCode. Placed 12th in the south-east conference (top 10th percentile) and second locally at the school for division 2