

# Gowry Lakshmi

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## Experience

### StoneX Group - Software Engineer Intern

London, United Kingdom

June 2023 - Aug 2023

- Developed a bot for the team, designed to provide users with requested information while meticulously preserving their conversational states. Implemented robust authentication mechanisms to enhance security and user privacy using Okta, showcasing a commitment to delivering seamless and secure software solutions.
- Designed and developed a range of conversational chatbots, including question and answering bots, state bots, Facebook bots, weather bots, and language bots, using Microsoft Bot Framework Emulator and Microsoft Bot Framework Composer
- Acquired expertise in preserving conversational user states through API integration, making valuable contributions to the team's custom bot development efforts.
- Tested bot for bugs and operating speed, fixing bugs and improved customer conversation rate by 15%.
- Spearheaded the development of a team bot, showcasing adaptability and fast-learning abilities by swiftly acquiring proficiency in *Javascript*, *Node.js* and proved ability to thrive in dynamic environments, combining adaptability, and problem-solving to address challenges effectively.

## Technical Skills

**Programming Languages** Java, Javascript, Python, C sharp, Solidity, MySQL, R

**Frameworks** Node.js, React, Express.js, Hardhat, Fast API, svelte

## Education

### University of Liverpool

Liverpool, United Kingdom

BACHELOR OF SCIENCE IN COMPUTER SCIENCE (HONS.)

Sep. 2021 - Sep. 2024

## Projects

### Noodles— Decentralized Streaming Application | *Solidity, React, Javascript, IPFS*

[showcase-noodles-streaming-app](#)

Streamers can create generative NFT for their viewers using users' on-chain data and get subscriptions via money streams (superfluid). Streamers data are stored on the Ethereum blockchain using NFT's and IPFS. Viewers NFTS are given without paying gas on Polygon Network.

### Asteroids- Arcade Game | *Unity, C sharp*

[asteroids-github](#)

Asteroids is a space-themed multi directional shooter arcade video game implementing game play mechanics such as dodging incoming asteroids and shooting them down while avoiding collisions. The player controls a single spaceship in an asteroid field which is periodically traversed by flying saucers. The object of the game is to shoot and destroy the asteroids and saucers, while not colliding with either, or being hit by the saucers' counter-fire. The game becomes harder as the number of asteroids increases. It also includes screen wrapping features and respawning of the asteroids.

### Gas Tracker | *Svelte, Typescript, Javascript*

[gas-tracker-github](#)

Designed and implemented a Homepage extension that displays real-time gas fee information on Ethereum Blockchain and the current value of various cryptocurrencies.

### Evolve NFT | *Solidity, React, IPFS*

[showcase-EvolveNFT](#)

Developed an NFT staking platform tailored for long-term stakeholders, offering NFT upgrades based on their staking duration. Participated in Metabolism Hackathon hosted by ETH Global.

### Wildroutes | *MongoDB, Express JS, React JS and Node JS*

[Wildroutes](#)

Contributed to the development of a mobile application enabling users to discover nearby adventures and efficiently plan their trips. The app includes robust filtering capabilities and personalized recommendations based on users' past selections. Built using the MERN stack, with a primary focus on backend development, within a collaborative team environment.

## Awards

Jan 2022 **Noodles - ETHGlobal NFThack 2022** Won price for ENS, Covalent, IPFS and NFTPort

Feb 2023 **Wildroutes - Design your Future Competetion by University of Liverpool x Santander UK** Won first Price