



# SINDHURA MEKA

FRONT-END DEVELOPER



## SKILLS

- Semantic HTML
- Responsive Web Design
- RESTful Web Services
- Rapid Prototyping
- Web Performance Optimization

## LANGUAGES



## FRAMEWORK / LIBRARIES

- Bootstrap
- jQuery
- AJAX

## TOOLS

- Github
- Sublime Text
- Chrome Developer Tools
- JSHint
- CSSLint



## PROFILE

I am a graduate student with experience in building front-end web applications. I am seeking internship/co-op opportunity as Web/Front-End Developer.



## PROJECTS

### ESCAPE BUG - AN ARCADE GAME

- This game is developed using HTML5 Canvas and Object Oriented Javascript.
- HTML5 Canvas was used to animate the art assets on the browser and prototype classes were used to create bugs and player objects.

### WEB PERFORMANCE OPTIMIZATION

- Web pages were optimized by getting rid of render blocking css, optimizing the javascript code and reducing the assets (Images) sizes.
- Google Page Insights score was used to measure the optimization, where the score increased from 30 / 100 before optimization to 95/100 after optimization.



## EDUCATION

### MASTERS OF SCIENCE, MAJOR IN INFORMATION SCIENCE & TECHNOLOGY

ROCHESTER INSTITUTE OF TECHNOLOGY | 2013 - PRESENT

### BACHELOR OF TECHNOLOGY, MAJOR IN COMPUTER SCIENCE

ST PETER'S ENGINEERING COLLEGE (JNTU) | 2008 - 2012



## ONLINE EDUCATION

### FRONT-END WEB DEVELOPER, NANODEGREE PROGRAM UDACITY | JUL 2016 - PRESENT



## EXPERIENCE

### LAB ASSISTANT

ROCHESTER INSTITUTE OF TECHNOLOGY | AUG 2013 - DEC 2015

- Provide an excellent customer service to the faculty and students
- Lab inventory management
- Upgrading and troubleshooting lab machines