

Santoshkrishna Tirumala

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EDUCATION

University of Florida, Gainesville

August 2018- May 2022

B.S., Computer Science

Minor: Mathematics

GPA: 3.45 / 4.00

PROJECTS

Salon Website

March- April 2020

- **attractionssalont.herokuapp.com** - Built in a team of 7 using Agile Scrum processes, and a MERN stack w/ Firebase

The Floating Dutchman

May- August 2020

- Shoot 'em up game written in Python using Pygame; includes upgrades and bosses

JavaScript Grapher

June- August 2019

- A linear regression grapher, built using React.js, Python, HTML, CSS and Node.js

Face Project

May 2020

- Mapped my face to a curved PN Triangles model; written in C++ using OpenGL

EXPERIENCE

CNH Industrial

May- August 2020

Software Engineer Intern (Cancelled due to Coronavirus)

- Would have assisted other Software Engineers in implementing IoT for CNH equipment

UF University Scholar

May 2020- May 2021

- Paid position for '20-'21 school year; developing C++ repository for special geometry (CoST Microstructures) at UF SurfLab

Welbilt Inc.

Unpaid Volunteer

July- August 2018

- Wrote software with an intern for a robotics system (Universal Robots); prepared a draft for robotic oven design

INVOLVEMENT

UF Open Source Club

January 2019- May 2020

- Contributing member to club website
- Social Chair – Recruited new members, and set up weekly meetings

COURSES

Computer Graphics, Software Eng., Data Structures, Lin. Alg., Calc 1/2/3, Digital Logic

SKILLS/TECHNOLOGIES

Knowledge of Agile Scrum, OpenGL, Node.js, React, Firebase, MongoDB, Git, Blender, Ubuntu
Proficient in C++, Java; Knowledge of Python, JavaScript, Rust, MATLAB