KAVYAMANDLA

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EDUCATION

University of Portland- B.S.

Computer Science

Minor: Business Administration –

Marketing

Graduated: May 2021

CERTIFICATIONS

AWS Certified Cloud Practitioner

SKILLS

Languages:

- Python Java JavaScript
- HTML/CSS jQuery React
- MongoDB Node.js SQL

J2EE Technologies:

• Spring • Spring Boot • Spring JDBC

Databases:

- MongoDB MySQL Eclipse
- Visual Studio Code IntelliJ

Web Services:

• REST

Scripting Languages:

• HTML • JavaScript • CSS

ORGANIZATIONS

Alpha Kappa Psi Global Engineering Initiative Association for Computing Machinery

INTERESTS

UI/UX Design, Web Design, Music Production, Machine Learning, Golfing, Swimming, Dance

WORK EXPERIENCE

Full Stack Developer

UC Berkeley , Berkeley, CA

• Full Stack Bootcamp that requires 750+ hours of learning and working on projects using languages such as HTML/CSS, JavaScript, jQuery, Ajax, React, MySQL, Firebase, MongoDB, Express, Node.js, and GraphQL for creating dynamic web applications.

Software Engineer

May 2021 - May 2022

June 2022 - Present

Genentech, Hillsboro, OR

- Developing a web application that tracks shipment data using React as a frontend framework and REST API's for getting data from the back end.
- Followed an Agile scrum development process.

Process Automation Engineer Intern

May 2019 - August 2019

Genentech, Hillsboro, OR

- Designed and developed XSL transformed stylesheet to produce a well-formatted and readable word document from large XML files.
- Debugged issues found in previous stylesheets and provided design documentation in compliance with the company's standard operating procedures.
- Followed an Agile scrum development process.

Computer Science Grader

January 2019 - May 2019

Shiley School of Engineering, Portland, OR

• Graded Java projects for the introductory course at the university.

Shiley School of Engineering Senator

January 2019 - May 2020

Associated Students of UP, Portland, OR

• Working on resolving issues regarding student affairs; diversity & inclusion, and equity on behalf of the School of Engineering.

PROJECTS / PUBLICATIONS

Wordle Clone Web Application

February 2022 – March 2022

• Developed a React based Wordle Clone that allows a user to guess a 5 letter word in 6 tries. The game will consist of 3 levels of difficulty where players can choose the number of letters they want to guess. Fetched valid word from dictionary API.

Comfort2Go Food Delivery Web Application

September 2021 - December 2021

• Designed and developed a MERN stack web application that allows users to order homemade food from different home restaurants and get it delivered as soon as possible.

Forkify Web Application

September 2021 – October 2021

• Developed a MVC architecture web application that allows users to quickly find recipes. Fetched data from the Forkify API using Vanilla JavaScript.

ML Powered User Segmentation – Senior Capstone

August 2020 - May 2021

- Implemented a machine learning model that used clustering to group real estate agents into behavioral cohorts that are associated with increasing the number of annual transactions, customer longevity, and login frequency.
- Leveraged hypothesis testing to ensure findings were statistically significant while being mentored under Market Leader. Followed an Agile scrum development process.

Unify Gaming Web App - Software Engineering

January 2020 - May 2020

- An integrated web application where users will have seamless access to the application to heighten their game experience and monetize their skills.
- Effectively lead two teams in an Agile scrum process to prototype the user interface and complete the software requirements document to the needs of our client, Unify Gaming.

NowYouSee Mobile App - DubHacks Hackathon.

October 2019

• Developed a mobile application that allows colorblind people to help coordinate the color of their outfits using Google Cloud Video Intelligence API and Microsoft Azure Cognitive Algorithms API.

Wetland Ecosystem Data Analysis Project

August 2019 - December 2019

• Analyzed data to assess the impact of environmental stressors, human factors, and physical features of the wetland on the biodiversity of wetlands using Python and R.

EXTRACURRICULAR ACTIVITIES

South Asian Student Union

January 2019 - Present

Founder & Vice President

• Directed meetings, event planning, and collaboration with other cultural groups.

Society of Women Engineers

March 2019 - May 2020

Outreach Coordinator

• Spearheaded logistics for conferences, career fairs, and outreach events.