Sondhayni Murmu

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EDUCATION

UNIVERSITY OF SOUTHERN CALIFORNIA
B.S. Computer Science and Computer Engineering
Aug 2014 - May 2018
GPA: 3.2

Minor: 3D Computer Graphics & Modeling

SKILLS

LANGUAGES

Java
C/C++
Ruby
Python
React Native
HTML/CSS
Golang
C#

TECHNOLOGIES

Maya
Nuke
Unity

INVOLVEMENT

USC ACM SIGGRAPH

President, Jan 2016 - Present
Lead board members to organize: workshops, industry panels and networking events to an audience of 400+, fostering interest in computer graphics, animation, & interactive techniques

USC DRISHTI

Co Captain, Aug 2014 - Present
Choreograph and teach Indian Classical dance routines to team for competitions and performances

WAY OF THE WOLF (GAME)

QA & Usability, Jan 2017 - Present
Actively plan playtests, find and prioritize issues, manage bug reports

LINKS

Github// **smurmus**
LinkedIn// **sondhayni-murmu**
Devpost// **smurmus**

EXPERIENCE

MAANO: VIRTUAL FARMER'S MARKET | Frontend Developer

Senior Capstone / World Food Programme
Sept 2017 – Nov 2017 | Los Angeles, CA

- Designed prototypes for and implemented individual & group chat, inventory, and map features in React Native for rural farming e-commerce Android app
- Actualize client's spec for app users to input and access their followers' farming and transaction data, as well as view farming trends across districts on a map
- Connected user interactions to Django database linked to a web admin interface, pulling information from custom API endpoints relevant to users

RAINFOREST QA | Software Development Intern

May 2017 – Aug 2017 | San Francisco, CA

- Supported the backend of the product by developing in Ruby to respond to bugs and client feedback
- Increased accessibility of test creation and debugging for clients' developer teams by adding feature flags in Golang to custom CLI
- Revamped video player on client test reports, enhancing video navigation to enable more efficient bug review by users

PRINCIPLES OF SOFTWARE DEVELOPMENT | Course Producer

Aug 2016 – Present | Los Angeles, CA

- Lead students in labs to expand their understanding of intermediate coding practices such as networking and multi threading in Java
- Mentor students on full stack development through assignments and group projects that integrate Java into HTML/CSS and JavaScript

PROJECTS

MONEY GROWS ON TREES | C#, Unity, Oculus Rift, Leap Motion

Apr 2017 // LA Hacks: Best Gaming Hack & Best Use of API
Worked with three other members to build a Minecraft inspired VR stock market game backed by historic company data from the BlackRock Aladdin API that engaged and educated players on the basics of stock transactions

MULTICHAT | Python

Feb 2017
Developed server overlay to allow multiple chat servers and clients to connect and communicate by applying UDP and TCP networking protocols for chatting on a CLI

PERITRIP | C#, Unity, Android, Samsung Gear

Nov 2016 // CalHacks
Crafted 360 VR display of vacation locations based on user input in conjunction with Amadeus Flight API for a digital but immersive way to "see the world"

PRO PAINT | XCode, C++

Oct 2016
Created Paint-like app with customizable tools (such as free draw, move, redo/undo, clone) using the wxWidgets library to allow users to import/export images

SORRY! EMULATOR | Eclipse, Java, Java Swing

Sept 2015 – Dec 2015
Built the classic board game as a single and multi player app through bot logic, multithreading, and networking to mirror original gameplay for retro experience