

SONDHAYNI MURMU

Backend Engineer

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smurmus.github.io 

SKILLS

Java	<div><div></div></div>
C/C++	<div><div></div></div>
Ruby	<div><div></div></div>
Python	<div><div></div></div>
Android	<div><div></div></div>
HTML/CSS	<div><div></div></div>
Go	<div><div></div></div>
JavaScript	<div><div></div></div>
C#	<div><div></div></div>
Unity	<div><div></div></div>

EDUCATION

University of Southern California

B.S. Computer Engineering & Computer Science

Minor in 3D Computer Graphics & Modeling

Aug 2014 - May 2018

LEADERSHIP

USC ACM SIGGRAPH

President

Lead board members in the creation and organization of workshops, industry panels, and networking events to foster interest in computer graphics, animation, and interactive techniques

Jan 2016 - Present

USC Drishti

Co Captain

Create and teach Indian Classical dance routines to team members for competitions and performances

Aug 2014 - Present

EXPERIENCE

Rainforest QA

May 2017 - Aug 2017

Software Development Intern

- 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

Aug 2016 - Present

Course Producer (TA)

- Lead students in lab exercises to expand their understanding of intermediate coding practices such as 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

Apr 2017

C#, Unity, Oculus Rift, Leap Motion

 *LA Hacks: Best Gaming Hack & Best Use of API*

- A Minecraft inspired VR stock market game backed by historic data from companies on the BlackRock Aladdin API that engaged and educated players on the basics of stock transactions
- Identified and leveraged team member strengths and interests to blue print project specs and divide roles

Pro Paint

Oct 2016

XCode, C++

- Produced Paint inspired app with programmatically customizable tools including free draw, move, and clone
- Used wxWidgets library and smart pointers to maintain history and let user import and export images

Sorry! Emulator

Sept 2015 - Dec 2015

Eclipse, Java

- Built the classic board game as an app with single and multi player mode through bot logic, multithreading, and networking
- Created UI from scratch in Java Swing to mirror original gameplay, providing an immersive retro experience