

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 ~8 workshops, industry panels, and networking events every semester to an audience of 400+, 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