Santhosh Natarajappa

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EDUCATION

University of Utah, MS in Computer Science [3.98/4.00 GPA] December 2022

Visvesvaraya Technological University, B.E. in Mechanical Engineering [9.30/10.00 GPA] May 2016

TECHNICAL SKILLS

Computer Programming and Languages: Java, Python, C++, C#, Go, SQL, Spring Boot, Lombok, GraphQL, Junit, MongoDB

Web Technologies and Frameworks: HTML, CSS, JavaScript, jQuery, TypeScript, Material UI, Sass, React, Redux, Jest

Methods and Tools: Git, VS Code, Eclipse, Jenkins, CI/CD Pipeline, JIRA, Agile Methodology

TECHNICAL EXPERIENCE

Software Engineer Intern, Domo Inc. May 2022 – Present

- Designed the best tech solutions to solve business problems by producing conceptual and component level architectures.
- Designed, developed, and supported robust enterprise web applications utilizing Figma, TypeScript, Material UI, and React - Redux

Senior Technical Consultant, Blue Yonder (Yantriks) August 2020 – August 2021

- Improved order capture efficiency through the call center by **10%** by developing the Dojo toolkit's web application.
- Refactored existing code to follow better coding practices and documented the functionalities for future use.
- Contributed to adding **5** new clients by developing a demo application using Shopify, jQuery, HTML, and JavaScript.

Senior Associate Technology, Publicis Sapient (Expicient) July 2016 – August 2020

- Migrated **millions** of eCommerce orders to the modern system by developing multi-threaded Java applications using PL/SQL.
- Implemented an order management system by designing and developing RESTful web services using Java and GraphQL.
- Written unit test cases using Junit and Mockito and managed the OMS team to deliver the project in agile mode.
- Improved store user experience by adding signature capture functionality using AngularJS, Sass, Bootstrap, and gulp.
- Increased store order fulfillment efficiency by **20%** by developing the Dojo toolkit's order capture functionality.

PROJECTS

Interactive Computer Graphics and Physically Based Rendering (Project URL**)** January 2022 – May 2022

- Rendered real-time graphics using the OpenGL API, C++, and GLSL and demonstrated understanding of graphics pipeline.
- Implemented shading, textures, render to buffer, shadows, and reflection by writing complex GPU shaders.

Designing Video Conference Applications to Hold TAs office hours January 2022 – May 2022

- As part of the Advanced HCI course, I researched video conference applications from Psychology, Design, Cognition, and Computer Science perspective to improve UX for the TAs office hours.
- The findings are documented as a research paper using contextual inquiry and prototype design research methods.

Search Engine – Travel Made Easy (Project URL**)** August 2021 – December 2021

- Designed and developed a search engine using Elasticsearch to retrieve local places' information.
- The dataset of more than **100k** documents is prepared and indexed by crawling the web using Selenium.
- Implemented three retrieval models - BM25, Language model (LM) with JM, and Dirichlet smoothing.
- The models are evaluated by labeling **200** query-document pairs and found that LM with Dirichlet smoothing outperformed.
- The web application is created for demonstration using React and served through ASP .NET Web API.

Teaching Assistant Application Portal August 2021 – December 2021

- Designed and developed web applications using HTML, CSS, Bootstrap, JavaScript, and AJAX in the client browser; application programs are written in C# ASP NET Core running on the server-side; and SQL databases on the back end.
- Configured authentication and identity features, developed single sign-on and role-based accessibility, and deployed on the Amazon EC2 server.

LEADERSHIP / VOLUNTEERING EXPERIENCE

Teacher – eVidyaloka Trust (NGO) May 2020 – May 2021

- Taught science and mathematics for rural, government primary school children.

Mentor – Parikrama Humanity Foundation (NGO) March 2018 – August 2018

- Taught basic programming to high school students using Scratch and guided them to create a game.

HONORS AND AWARDS

Promising Newcomer, CARE Awards – Publicis Sapient December 2016