Santhosh Natarajappa

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# EDUCATION

School of Computing, University of Utah, MS in Computer Science [3.98/4.00 GPA] 12/2022 B.M.S College of Engineering, Visvesvaraya Technological University, B.E in Mechanical Engineering [9.30/10.00 GPA] 05/2016

# TECHNICAL SKILLS

**Languages and Frameworks:** Java, Python, HTML, CSS, JavaScript, TypeScript, ReactJS, Material UI, NodeJS, SCSS, GraphQL, SQL, Spring Boot, Mockito, Junit, Maven, MongoDB, Kafka.

**Libraries:** Pandas, NumPy, Matplotlib, Java 8 Streams, Jackson JSON.

**Tools:** Git, SVN, VS Code, Visual Studio, Eclipse, Jenkins, CI/CD Pipeline, Postman, JIRA, Confluence.

# TECHNICAL EXPERIENCE

**Software Engineer Intern, Domo Inc.** 05/2022 – 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, and React-Redux.

**Senior Technical Consultant, Blue Yonder (Yantriks).** 08/2020 – 08/2021

* 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 Inc.).** 07/2016 – 08/2020

* Migrated **millions** of e-commerce 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, SCSS, Bootstrap, and gulp.
* Increased store order fulfillment efficiency by **20%** by developing the Dojo toolkit's order capture functionality.

# PROJECTS

**Interactive Computer Graphics, Rendering on the GPU** 01/2022 – 05/2022

* 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** 01/2022 – 05/2022

* 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.
* Used contextual inquiry and prototype design research methods, and the findings are documented as a research paper.

**Search Engine – Travel Made Easy** 08/2021 – 12/2021

* Designed and developed a search engine using Elasticsearch to retrieve local places' information.
* The dataset consisting 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** 08/2021 – 12/2021

* 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) 05/2020 – 05/2021

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

**Mentor** – Parikrama Humanity Foundation (NGO) 03/2018 – 08/2018

* 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 12/2016