Santhosh Natarajappa

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# EDUCATION

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| 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

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| **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

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| **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 | |

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| **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. | |

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| **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

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| **Interactive Computer Graphics and Physically Based Rendering (**[Project URL](https://gitfront.io/r/snatarajappa/1eKckN55pqX3/image-based-lighting/)**)** | 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. | |

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| **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. | |

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| **Search Engine – Travel Made Easy (**[Project URL](https://github.com/snatarajappa/travel-made-easy)**)** | 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. | |

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| **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

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| **Teacher** – eVidyaloka Trust (NGO) | May 2020 – May 2021 |
| * Taught science and mathematics for rural, government primary school children. | |

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| **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

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| **Promising Newcomer, CARE Awards** – Publicis Sapient | December 2016 |