Shashank Racherla

Software Developer

San Francisco, CA | Phone: 401-369-5947 | shashank.racherla@gmail.com | linkedin | github | portfolio

Skills

React.js, Redux, Ruby on Rails, Node.js, Express.js, PostgreSQL, MongoDB, SQL, JavaScript, Ruby, C, HTML5, CSS3, SCSS, jQuery, AWS S3, Actions on Google, Google DialogFlow, Google Firebase, RSpec, npm, Git, Heroku, Photoshop, Final Cut Pro

Education

Bachelor of Engineering, Computer Science
Osmania University, India (2013 - 2017)
Full Stack Web Development
App Academy (2018) -1000 hour immersive software development course with less than 3% acceptance rate

Projects

Audify (Rails, JavaScript, React-Redux, PostgreSQL, AWS, React Player, Webpack, SCSS) live site | github
A full stack web application inspired by Spotify that users can interact with playlists and stream music on-demand

- Utilized AWS S3 to optimize audio sourcing and playback reducing server load
- Integrated React Player and designed it to be its own isolated top level component to deliver an uninterrupted experience when navigating throughout Audify
- Leveraged Redux unidirectional data flow to create predictable, normalized state and reliable DOM rendering
- Engineered custom API endpoints for code efficient access to delete songs from a playlist

CodeUp Trivia (Google DialogFlow, Node.js and Google Firebase, HTML5, SCSS) demo site | live site | github
An App for the Google Assistant enabling users to take a interactive quiz on a coding language of their choice

- Designed conversation logic using Google Dialogflow enabling seamless interaction with the Google Assistant
- Built a website using HTML5 and SCSS following the Material Design principles for users to understand how CodeUp works
- Authored a Medium article as a guide for developers who want to create their own Google Assistant App

Dispersion (JavaScript, HTML5 Canvas, CSS3) live site | github
A pure frontend project that visualizes a Particle System with variable Gravity

- Applied custom physics formulas to simulate realistic motion of particles upon collision with the cursor
- Utilized Event Listeners to keep track of cursor location so that users can repel particles using the mouse
- Constructed and styled a slider using the HTML Range Input that altered the equations of gravity for particles thereby simulating time-travel

Work Experience

Software Development Instructor -App Academy (August 2018 - Present)

- Mentored 10+ students through planning and execution of individual and group projects and conducted code reviews
- Assisted in debugging projects using HTML5 Canvas, D3.js, MERN Stack, Chrome Extensions, etc.
- Administer mock technical interviews that test fundamental data structures and algorithms

Intern -Intense Technologies Ltd. (April 2016 - June 2016)

- Designed and implemented a bipartite system consisting of a Web Application and an Android App which can be used to book tokens in a Queue based scenario
- Made wireframes and mockups that served as the framework for development
- Coordinated with other developers to engineer a seamless UX keeping the customers in perspective