Sri Harsha Chilakapati

Software Programmer

Web, Mobile, Desktop, Cloud, Cognitive and Game developer

I'm a self enthusiast web, desktop, mobile app developer, and more interested in programming games. I'm comfortable in Windows, OS X, Unix, Android and HTML5, and I can learn other platforms and languages if required.

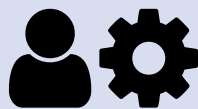✉ hello@goharsha.com

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Internships & Experience

Cognitive Internship

Interned at Miracle Software Systems, Bhogapuram and worked on a Cognitive project. Recieved the best intern gift.
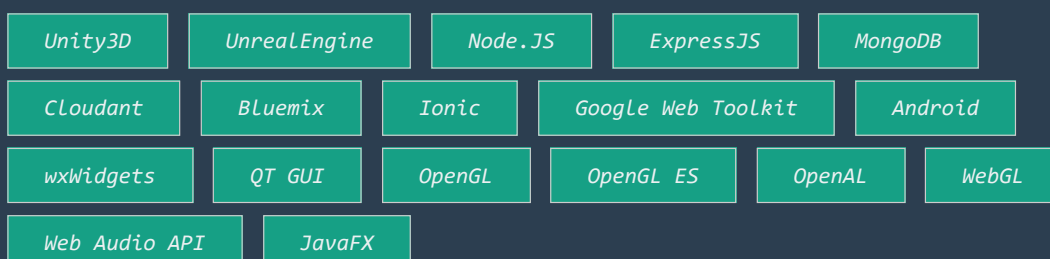
Technical Club Trainer

Formed the CSE Technical Club at our college along with friends and training my juniors on latest tech like modern Web dev, computer graphics etc.,

Languages & Technologies

I knew and worked with a lot of programming languages and technologies. Here is a short list of them.

| C | C++ | C# | Java | VB.Net | Haxe | JavaScript |

| PHP | Ruby | Kotlin | Scala | Groovy | TypeScript | Boo |

| Rust | Objective-C | Objective-C++ | Swift | UnityScript | GLSL |

| HLSL | SESL |

I also worked on a few technologies such as the following.

| Unity3D | UnrealEngine | Node.JS | ExpressJS | MongoDB |

| Cloudant | Bluemix | Ionic | Google Web Toolkit | Android |

| wxWidgets | QT GUI | OpenGL | OpenGL ES | OpenAL | WebGL |

| Web Audio API | JavaFX |

Achievements & Personal Projects

SimplyCpp

The Turbo C++ IDE that we used in our C and C++ lab is good, but unfortunately required some hacks to get it running on Windows 7 and above. So I made my own C and C++ IDE using wxWidgets GUI toolkit and the TDM fork of the GNU C/C++ compiler. I also happened to learn lambda expressions in C++14 while learning it and it is so cool.

Web Development

I authored my own website and blog in Jekyll and GitHub Pages using Bootstrap. We used Material design in our HelpMiracle project as part of my internship at Miracle Software Systems. I also wrote two libraries notably WebGL4J and GWT-AL that allow HTML5 client technologies to be used from Java.

Game Development

Authored a cross-platform game engine in Java that deploys to Windows/MacOSX/Linux/Android/HTML5 with a single code base, and also wrote 12 little games. Also participated 8 times in a row in Ludum Dare, a 48 hour global hackathon on game development.

Parsers & Compiler Design

Wrote two parsers for XML and JSON file formats in Java 8, which is compatible with GWT, Android and also Java SE and Java EE, both pushed into Maven Central, and are as small as 11 KB jars. I'm also working on a language transpiler for my own language SESL which aims to add OOP to the GLSL shading language.

Open Source

Avid contributor to open source projects on GitHub, owning 45 repositories and contributed to 6 open source projects including JOML (vecmath lib), LWJGL (game library), assimp (asset importer for common 3D models and scenes), rouge (a syntax highlighter) etc.,

Stack Overflow

I'm an active member of Stack Overflow community, with a reputation of 7,248 points, and have 57 questions asked and 257 answers written. I do stand in top 5% overall. I'm also active in other stack exchange sites as well, such as Gamedev, Math, Ubuntu Questions, etc.,

Apart from that, I have published six of my own libraries, namely WebGL4J, GWT-AL, EasyJSON, EasyXML, GwtOpenType and AndroidOpenAL to Maven Central.

Workshops Attended

- Attended three day Unity gamedev workshop conducted by Spark at NIT-W in 2013.
- Attended three day Unity gamedev workshop conducted by iB Hubs at NIT-W in 2016.
- Attended a one week training on Mean Stack by Miracle Software Systems as part of AP Cloud Initiative at Miracle Heights, Vizag in 2016.
- Attended Digital Summit 2016 conference conducted by Miracle Software Systems as part of AP Cloud Initiative in 2016.
- Attended a three day training on Mean Stack phase 2 conducted by Miracle Software Systems at Sri Vasavi Engineering College campus in 2016.
- Attended one week Oracle Workforce Development Training at Sri Vasavi Engineering College in 2016.
- Attended two day Robotics 2.0 workshop conducted by Etch Bricks at Sri Vasavi Engineering College in 2017.
- Attended Apple Swift iOS development workshop conducted at Sri Vasavi Engineering college in 2017.

Education

Bachelor of Technology

Pursued B.Tech at Sri Vasavi Engineering College in Computer Science in 2018 batch, with an aggregate of 66% in academecis.

Intermediate in MPC

Pursued Intermediate with MPC as the group at Narayana Jr. College with an aggregate of 88.8% from 2011-2012.

Secondary education

Pursued secondary schooling at Sri Chaitanya Techno School securing an aggregate of 88.8% from 2010-2011.

Languages

ABC
English

Professional working proficiency

हिंदी
Hindi

Professional working proficiency

తెలుగు
Telugu

Native / Bi-lingual proficiency

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