

SRIKAR AMIRNENI

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EDUCATION

California Polytechnic State University - San Luis Obispo

Bachelor of Science in Computer Science

Expected Jun. 2026

GPA: 3.35/4.0

CERTIFICATIONS

Google Cybersecurity Certificate

AWS Cloud Practitioner Essentials

Harvard CS50 and CS50 AI

Cyber Awareness Training - Digital Literacy and Cyber Basics

SKILLS SUMMARY

Languages: Java, Python, C/C++, SQL, JavaScript, HTML/CSS, Lua

Security: Information Security, Network Security, Linux, SIEM Tools, IDS, NIST CSF

Frameworks/Tools: Git, React.js, Next.js, Node.js, Jupyter, Unity, Love2D

Libraries: pandas, NumPy, PyCryptodome, AES

PROFESSIONAL EXPERIENCE

Harrow Services

Software Engineering Consultant

Apr. 2025 – Present

San Luis Obispo, CA

- Designed and led **end-to-end development** for client systems, currently managing website and app launch for a baseball coaching company to increase **SEO performance by 40%** and enable **real-time player tracking**.
- Developed scalable infrastructure and provided **technical strategy** to support new revenue streams for clients.

SmallChess

Full-Stack Developer Intern

Mar. 2025 – Present

Remote

- Modernized a legacy chess app using **React Native with Expo**, improving performance and achieving **20% faster load times**. Built offline-first **backend APIs** to support **500+ annotated games**, improving data access and reducing fetch latency by **35%**.
- Developing a **RAG (Retrieval-Augmented Generation)** system to deliver move-by-move feedback in a "guess-the-move" format, enhancing player training and engagement.

MindSprout

Software Developer

Jan. 2025 – May 2025

San Luis Obispo, CA

- Developed **React-based** UI components and **mini-games** that improved user engagement by **30%** in a behavioral therapy-driven app.
- Collaborated with psychologists to align tech features with therapeutic outcomes, contributing to **measurable relapse reduction**.

Cal Poly Cybersecurity Institute

Unity Developer

Oct. 2023 – May 2025

San Luis Obispo, CA

- Built **Unity-based CTF platform** for **500+ participants** during national cybersecurity event; increased gameplay FPS by **3.5x**.
- Resolved **40+ live support requests** and mentored teams during event execution.

PROJECTS

SpreadIt | Agile, Full-Stack Development, React, PostgreSQL

Jan. 2025 – Present

- Led team of 4 developers in building a gamified social platform for sandwich ratings; implemented core features using **React** and **PostgreSQL**.
- Reduced page load time by **20%** and ensured backend handled **1,000+ daily interactions** with **role-based access control**.