Varun Kanna

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Education

University of California, Santa Cruz Expected Graduation June 2026
Bachelor of Science in Computer Science *Santa Cruz, CA*
GPA: 3.96/4.00
Relevant Coursework: Data Structures & Algorithms, Principles of Computer Systems Design, Computer Architecture, (CodePath) Web Development
Activities: UCSC Google Student Developer Club, UCSC Association for Computing Machinery

Skills

Front End: React, JavaScript, TypeScript, Tailwind CSS, HTML/CSS
Back End: Python, Node.js, Express, MongoDB, Firebase
Testing/Deployment: Jest, Jenkins, MinIO, Locust
Developer Tools: Git, Vite, Netlify, GitHub

Work Experience

SS&C Technologies San Francisco, CA
Software Engineer Intern *July 2024 – September 2024*
- Enhanced performance test visualization by developing Python scripts that condensed 242+ graphs into one report
- Developed a Jenkins pipeline to automate ETL, cutting manual effort by 83.4% and execution time by 33s
- Optimized performance test reporting by automating outdated file removal in MinIO, reducing storage usage by 27%
- Presented AI-assisted testing proof-of-concept by researching tools to demonstrate AI's potential in test automation

IBM Remote
Accelerate Program Participant - Software Track *June 2024 – July 2024*
- Completed an 8-week program on Front-End, Back-End, REST APIs, Generative AI, and Cloud Native Development
- Built a task app with React, Node.js, and MongoDB with real-time updates and a streamlined user experience

Innovate Mobile Remote
Full Stack Software Engineer Intern *April 2024 – June 2024*
- Developed a full-stack web application using MongoDB, Express.js, React, and Node.js for an aggregator app
- Migrated 6,103+ data entries from SQLite to MongoDB, leading to a 64.8% improvement in query performance
- Directed modeling of data and API endpoints for seamless integration between front-end and back-end systems
- Enhanced data processing automation by 14s through email scraping and user data integration using Python
- Maintained unit tests for the existing codebase, increasing code coverage to 65.6% and reducing bugs by 32.7%

Projects

TCG Tracker - Pokemon Card Tracker | *JavaScript, React, Node.js, Express, Firebase*
- Designed a card grading tool that enables users to assess grading value and profitability of their collection
- Leveraged Google Cloud Vision API to automate card identification and entry, resulting in a 35% time saving
- Boosted collection tracking efficiency by 27% by developing a collection management system with Chart.js

SelfTour - Itinerary App | *TypeScript, React, Firebase, Firestore, Tailwind CSS*
- Engineered an app linking travel planners and travelers for AI-assisted itinerary planning and route optimization
- Achieved a 41s reduction in itinerary planning time for users in congested cities with a streamlined user experience
- Increased application responsiveness by 26.8% by developing frontend and backend using React and Node.js
- Improved overall performance by integrating Firebase for data management and TypeScript for data validation

SmokeScreen - Blocker for Content | *JavaScript, Chrome Storage API*
- Pioneered a Chrome extension to block specified content, improving efficiency by 33.7% using agile methodologies
- Strengthened the functionality of the extension by debugging 54+ edge cases to ensure content is blocked properly