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VENKAT VEERAPPAN

PROFESSIONAL EXPERIENCE

UNIVERSITY OF MICHIGAN RESEARCH PROJECT: BIG DATA AND THE INDUSTRIAL INTERNET OF THINGS
MAY 2016 - SEPTEMBER 2016

Software Developer

- Created a data pipeline between the machines in the university's test-bed and their servers which allowed us to build a real-time data monitoring system and analysis framework.
- Utilized Kafka and the Hadoop framework to create high throughput data pipeline for data analysis.
- Gained valuable experience in organizing my time efficiently and splitting up work effectively with other team members to meet deadlines.
- Gained professional experience using version control (Git) and developing and testing code in Unix/Linux.
- I also gained professional experience in using profiling tools (GPROF) to increase the efficiency of my algorithms and experience in using time series databases.

ACHIEVEMENTS

- Received 1st place at a 48-hour game jam competition at the University of Michigan. I was the lead designer for the game and created the main game concepts, mechanics, and enemy designs for the game.
- Finished 3rd place, at the end of year showcase, for our game “Gods and Mortals.” I also created this game’s main concept, design, and mechanics.
- Both games were created using the game engine Unity and more information about them is available on my website listed above.

SKILLS/ EXPERIENCE

- Experienced leading and making design decisions in group projects.
- Experienced with building dynamic websites using backend programming languages such as Python.
- Experienced using multiple types of Relational Databases (Oracle, MySQL, and Postgres).
- Proficient in Coding Languages: C++, Python, SQL, HTML5, C#.
  Some experience in C, Java, and JavaScript.

ORGANIZATIONS

WOLVERINE TUTORS **SEPTEMBER 2013 - SEPTEMBER 2016**

- Wolverine Tutors is an organization at the University of Michigan that helps struggling high school students in Michigan by offering free 1-on-1 online tutoring services.

EDUCATION

UNIVERSITY OF MICHIGAN, ANN ARBOR MI

Bachelor of Science in Computer Science — Expected Completion: April 2017

GPA: 3.35/4.00

Honors: William J. Branstrom Freshman Prize

Relevant Coursework:

EECS 388 Introduction to Computer Security: Covers standard cryptographic functions and protocols, threats (XSS attacks, SQL injections, etc.) and defenses for real-world systems, incident responses, and computer forensics.

EECS 484 Database Design and Management Systems: Concepts including normalization, information integrity, query optimization, and methods for the design, creation, query and management of large enterprise databases.

EECS 485 Web Database and Information Systems: Design and use of databases in the Web context; data models, database design, replication issues, client/server systems, information retrieval, and web server design.

EECS 494 Introduction to Game Development and Design: Topics include 2D graphics and animation, sprites, 3D animation, game design, user interfaces, networking, and multi-player games.