

Contact



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Links



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www.vikasperaka.com

Proficient Skills

Java • C • React.js •
Python • HTML/CSS •
Javascript • Agile/Scrum •
Android Development

Basic Proficiency

SQL • Google Firebase •
ReasonML • php • JQuery
• Bootstrap

Course Work

Data Structures •
Java Programming •
Logical Thought •
Computer Architecture •
OS • Compilers •
Algorithms • Data Mining •
Computer Vision • Cloud
Computing • Security •
Networks • Cryptography •
Network Security

Activities

• CS Ambassadors
• UT Developers Club
• Mobile App Development
(Android)

U.S. Citizen

Vikas Peraka

Education

University of Texas at Austin

2016 - 2020

B.S. Computer Science (Cybersecurity Concentration), Business Minor

Experience

Facebook Menlo Park, CA

May 2019 - Aug 2019

Software Engineer Intern

Worked on the Messenger Community Integrity Team

University of Texas at Austin Austin, TX

Spring 2019 - Spring 2020

Undergraduate Teaching Assistant

Spring 2019, Fall 2020: CS 331: Algorithms and Complexity

Spring 2020: CS313e: Elements of Software Design

HomeAway (Subsidiary of Expedia) Austin, TX

May 2018 - Aug 2018

Software Engineer Intern

Worked in the HomeAway Secure Communications Team

Projects: (All tools are deployed and in use)

- Fraud Detection (Redaction) Service: UI tool (Java, React.js)
- Notification-Sender-Gateway: Developed endpoint that downloads emails from AWS (Java)
- JSON/HTML Display UI Tool: Renders HTML responses from Notification-Sender-Gateway (React.js)
- Okta Integration: Implemented Single Sign-on Okta Integration into HomeAway's applications. Wrote documentation to be used by all employees. (React.js)
- Enhancements to Fraud (Redaction) Gateway Service message response body. (React.js)

Projects

Redraft

Jun 2018 - Aug 2018

• Web application that shows how well each NFL draft pick over the last ten years fared based on fantasy points.

(HTML, CSS, React.js)

• User can select the year, original draft order or the redraft order, and click on a player to see their stats and information.

• Data presented in a table, scatterplot, and bar chart based on different variables.

Pascal Compiler

Jan 2018 - May 2018

• Implemented a compiler for Pascal as part of coursework. (C, lex, yacc)

• Includes implementations of a lexical analyzer, parser, and code generator.

Pintos Operating System

Jan 2018 - May 2018

• Implemented functionalities of an Operating System including multi-threading, userprogram system calls, virtual memory and a file system. (C)

• Coursework project that took over 2000 lines of code.

Soccer Simulator

Nov 2017 - Jan 2018

• Implemented a Web application that manages substitutions for a seven player soccer team based on offensive and defensive schemes (HTML, CSS, Javascript)

• Takes into account user skill level and position

Outcomes

Jul 2017 - Aug 2017

• Implemented an Android application that teaches users the legal consequences for different illegal activities (Java, Android Studio)

• Currently on the Google Play Store

Tower Titans

Apr 2016 - Jun 2016

• Implemented the user interface for a Java-based game in which the user stacks blocks on top of one another in a timely manner (Java)

• Assisted in the creation of graphics for background panels