

Contact



vikas.peraka@gmail.com



214-600-1478

Links



<https://github.com/vikas456>



<https://www.linkedin.com/in/vikas-peraka-96630b133/>



<https://vikasperaka.000webhostapp.com>

Course Work

Data Structures • Java
Programming • Discrete
Mathematics • Logical
Thought • Computer
Architecture

Activities

- Mobile App Development (Android, IOS)
- Association of Computing Machinery
- Hackathons: HackTX, MusicHacks

Proficient Skills

Java • Python •
HTML/CSS •
Android/IOS
Development •
Microsoft Office

Basic Proficiency

JavaScript • SQL •
Google Firebase •
XML • Swift

Vikas Peraka

Education

University of Texas at Austin 2016 - Present

B.S. Computer Science, Business Minor

Graduation: December 2019

GPA: 3.88

Plano West Senior High School 2014 - 2016

Advanced to the state level in SQL and Excel in

Business Professionals of America

Experience

Ciber

June 2015 - Sept 2015

Summer Intern

- Presented a new marketing strategy with a group to the board of directors, C-level executives, and the Mayor of Plano
- Achieved recommendation letter and acknowledged in a speech by the Mayor of Plano
- Assisted with IT support within the local office

Projects

Outcomes

July 2017 - Aug 2017

- Implemented Android application that teaches users the legal consequences for different illegal activities
- Currently on the Google Play Store

Tower Titans

April 2016 - June 2016

- Implemented the user interface for a java-based game in which the user is to stack blocks on top of one another in a timely manner
- Assisted in the creation of graphics for background panels

Ride On

April 2017 - Present

- Ride share application that when given a group of people splits them up into the number of cars available, taking into account the user preferences
- Utilizes Android Studio/XML for the front-end
- Utilizes Google Firebase as the back-end information storage

Huffman Coding

April 2017

- Created Java program that:
 - Imitates the Huffman Coding algorithm and compresses both text and image files
 - Recreates unique binary coding for each ASCII character based on the given file