VINEETH SOMANCHI

Full Stack Software Developer

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EXPERIENCE

Software Developer @ Fuse Inventory, Inc.

May 2018 - Sep 2018 | NYC

- Utilized predictive analytics to forecast and organize inventory management for wholesalers (pandas)
- · Optimized data management through the development of an automated platform to sort and convert files received from clients (Python)

Web Development Intern @ FoSho, LLC.

May 2017 - Sep 2017 | NYC

- Developed web application to dynamically generate event information
- Set up RESTful API structure through design of a scalable database schema, simplified controller actions/routes, and delivered data to frontend via Ajax requests (Node.js/Express, mySQL, Axios)

Project Manager @ Tier 1 Event Management, Co.

May 2016 - Sep 2016 | Sacramento

- · Oversaw team of three interns and worked closely with product owner to optimize test-driven development (TDD)
- Organized Scrum obligations including sprint planning, daily standups, code reviews, and release planning

STACK

Languages

JavaScript (ES6), Python, Ruby, SQL, HTML5, CSS3, C++, Java, PHP

JS Libraries

React, Redux, ¡Query, D3, Vue

Backend Frameworks

Rails, Node.js, Django, Flask

Tools

Ajax, Bash, Git, AWS, Heroku, RSpec Docker, Chrome DevTools, Webpack

EDUCATION

New York University

2015-2019

B.S. Computer Science Minor: Management 3.65 GPA

App Academy

2019

- Full Stack Coding Bootcamp
- 1000 hours of work with less than 3% acceptance rate

vinflix.herokuapp.com

PROJECTS

VinFlix

Built a single-page, pixel perfect recreation of Netflix.com in 10 days

- Backend uses PostgreSQL, Ruby on Rails's MVC framework, and JBuilder to deliver data to the frontend in a JSON format
- Frontend uses React/HTML for structure, Redux for state management, CSS for styling, and thunk middleware to curry high-order function calls
- Supports user authentication via session tokens and BCrypt hashing
- Bolsters custom routes/paths and asynchronous event management
- Uses AWS S3 for object storage and Heroku for hosting

Donald's Day Off

- Built an interactive, animated game using Vanilla JS and HTML Canvas
- Developed a custom physics engine to simulate a slingshot mechanism
- Dynamically manipulates DOM with event handlers and sprite animation

vineethsomanchi.github.io/Donalds-Day-Off

Media Support Inventory Manager (MSIM)

- Developed an inventory management solution for university-wide equipment using Node.js, mySQL, and AntD
- Supports single-sign-on via NYU emails using Google's G Suite