

VIREN VELACHERI

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EDUCATION

The University of Texas at Austin • Austin, TX August 2018 – May 2022
Bachelor of Science • Computer Science • GPA: 3.96/4.0

TECHNICAL SKILLS

- **Programming languages:** Java, HTML, CSS, JavaScript, MongoDB, C, C++, Python, MATLAB, R.
- **Computer Skills/Technologies:** Linux, Git, Heroku, React JS, Django, Node.js, Express, jQuery, AWS, Spring Boot, REST APIs, Jenkins, Maven, Gradle, Embedded Arduino Programming, SOX, Audacity, SolidWorks.

COURSEWORK

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|-------------------------------|--------------------------------|---------------------|
| • Operating Systems | • Matrices/Matrix Calculations | • Computer Networks |
| • Computer Architecture | • Probability and Statistics | • Neural Networks |
| • Data Structures | • Natural Language Processing | • Network Security |
| • Discrete Math | • Algorithms and Complexity | • Data Mining |
| • Introduction to Programming | • Computer Vision | • Big Data |

WORK EXPERIENCE

Cvent – Software Engineer 1 August 2022 – Present
Austin, TX

- **Team:** MRFy's Law
- **Project:** Work on resolving bugs, features, and stories related to the meeting request side of things for Cvent, one of the world's leading events, meetings, and hospitality technology provider companies. Some of the main technologies encountered/used include **Spring Boot**, **Postman**, **Mockito**, **Selenium**, and **Karate**.

Cvent – Software Engineering Intern June 2021 – August 2021
Austin, TX

- **Team:** MRFy's Law
- **Project:** Created a few REST API endpoints, SQL queries, and a react app related to a new, upcoming meeting request form service for one of the biggest companies in the event management industry. Endpoints involved heavy unit and integration testing. Relevant technologies/frameworks included **Spring Boot**, **Postman**, **Mockito**, and **Karate**.

The University of Texas at Austin – Software Engineer Intern June 2020 – December 2020
Austin, TX

- **Team:** Department of Psychology
- **Project:** Part of a 10-person team of professors and students tasked to develop Protect Texas: UT's comprehensive technological tool to combat the spread of coronavirus in its community. Worked on COVID-19 tracking mobile phone app (called **Protect Texas Together**) for our school. Worked with React-Native and Django. Used Fastlane and Bitrise for devops and deploying of app.

iHeartMedia – Software Developer Intern June 2019 – August 2019
Austin, TX

- **Team:** Digital Audio Management
- **Project:** Built a cloud based internal reporting system in Java's Spring framework with 3 other interns. Used and implemented REST APIs. Worked with AWS Simple Queue Service, Microservices, and a SQL database. Implemented a user friendly interface for the S3 bucket that holds the generated reports. Overall system deployed on AWS through a Jenkins pipeline.

PROJECTS

Library Volunteer Management WebApp (<http://laketravis.herokuapp.com/>)

- Responsive (Smartphone enabled) app for users to signup, view and delete schedules. Administrator control for volunteer check-in and automatic report generation. Designed for local libraries in Austin.
- Built using Bootstrap, jQuery, Node.js, and MongoDB. Hosted on Amazon cloud via Heroku Platform.

Austin Animal Shelter: Dog Adoption WebApp (<http://kokowantsahome.org/>)

- Responsive Webapp with intelligent search and notification capabilities.
- Built using Bootstrap, jQuery, Node.js, and MongoDB. Hosted on Amazon cloud via Heroku Platform.

LEADERSHIP EXPERIENCE

MIT Zero Robotics Competition Fall 2016 – Winter 2018

- A contest where robotic SPHERES are programmed to perform tasks in zero gravity. Programs written in C.
- Led team in High school Junior and Senior years, reaching world finals, with code deployed on the International Space Station.