

Vishrut Reddi

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vishrutreddi.com

Objective:

To pursue a full-time career in Internet technologies or Software development and contribute to the organization with my technical and analytical skills.

Education:

University of Illinois at Urbana-Champaign
Bachelor of Science, Computer Science Engineering
CGPA: 3.3/4.0, CS & Math GPA = 3.52/4.0

(Graduating December 2015)

International Center for Applied Sciences, Manipal University
Major: Computer Science

(2011-2013)

Programming Languages:

Languages and Technologies: Java, C/C++, C#, HTML/CSS/JS, PHP, Python, OpenGL/GLUT, MySQL, MongoDB, Django, Git/Github, SVN.

Relevant Courses: CS 125 (Java/Intro), CS173 (Discrete Structures), CS 225(Data Structures), CS 374 (Algorithms & Models of Computation), ECE 391(Systems Programming), CS 357 (Numerical Methods), CS 418 (Graphics), CS 446 (Machine Learning), CS 421 (Programming Languages and Compilers), CS 411 (Database Systems), CS 410 (Text Information Systems), CS 499 (Senior Thesis)

Experience:

Microsoft (Software Development Intern)

(Summer 2015)

- Designed and documented the Per App User(s) feature for Azure Remote-App helping customers minimize cost.
- Wrote the backend for the feature allowing admins to assign apps to a list of users easing manageability for admins.
- Utilized Azure storage API to store new information generated by the feature in their new table fields.
- Performed UI testing (from BVT), added unit tests and created a console test environment to interact with the feature.

Virtuos Solution Private Limited (CRM Administration Trainee)

(Summer 2011)

- Participated in training program on RightNow (part of Oracle) CRM Administration.
- Created specific user and organization owned custom entities to build workflows for multi-channel contact center.
- Worked on modules such as Chat and Web Self-Service to deliver unified, cross-channel service solution in the cloud.

Projects:

SplitRide - A RideShare Application [<https://github.com/vreddi/SplitRide>]

(Spring 2015)

- Designed and implemented the Database Schema along with the PHP backend queries for data access and manipulation.
- Performed extensive testing to check the results from the backend API which helped create efficient queries.
- Worked on the front-end for the application incorporating user profiles, plan a trip and home view for providing a social aspect to the platform.

Twitter 'Tweety' Game [<https://github.com/MidnightJabber/twitterGame>]

(Summer 2015)

- Worked on the backend of the project creating storage tables for Twitter Users and Tweet data reducing game load time.
- Used Twitter API in conjunction with a regulated list of popular Twitter Users to pull recent data regularly. (Cron job)
- Created a log system that tracks auto database updating and user usage data that helps in providing a better experience.

Flight Simulator Project [<https://github.com/vreddi/Interactive-Computer-Graphics>]

(Fall 2014)

- Coded in C++ for the interactivity functionality in the App such as flight control, View, Fire etc.
- Used OpenGL as the graphics library and GLUT as the Window toolkit to create the App.
- Modified pre-built aircraft models in Blender to use for the Application.