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Sai Teja Chokkarapu

sai-teja.com

Experiences:

Software Developer **Capital One** **Sept '20 – Dec '20**

- Created a serverless financial literacy web application with Capital One's Engineering team, to help college students with budgeting/Financial problems **(Demo: https://capitaltwo.ga/)**. Built this application as a **Capstone project** (CS639).
- Examined risk assumptions, profit structure and created a scalable application using business agility and scrum principles. Technologies: **JIRA, HTML, CSS, JavaScript, Cloudflare, Slack.**

Undergraduate Teaching Assistant **University of Wisconsin – Madison** **Aug '20 - Present**

Subjects: **CS540** (Artificial Intelligence) – Spring '21, **CS354** (Programming in C and Machine Organization) – Fall '20.

- Selected based on proficiency in the course and its concepts.
- Held office hours, review sessions and developed practice problems for over **500** students.

Software Engineer Intern **Tatum Games LLC, California** **Jul '20 - Sept '20**

Phase 1

- Injected APIs locally to resolve various failing API's which increased the accuracy of the application from 15% to 85%. **Unity, C#.**
- Implemented Stack driver uptime checks on Google Cloud Platform to check the activity of all endpoints in different regions. **RESTful API's, GCP.**

Phase 2

- Created documentation about different API's and their functionality which I created throughout my Internship.
- Implemented Unit tests for the SDK's and improved the performance of the application by 50%.

Education:

University of Wisconsin - Madison **Expected to graduate: May '21**

B.S. in **Computer Science**

Coursework:

Data Structures, Algorithms in C++ and Java, Programming in C, Introduction to Artificial Intelligence in Python Machine Organization & Basic Systems, Operating Systems.

Languages and Technologies:

- **C, C++, Python, JavaScript, React, React Native, Swift, HTML, CSS, C#, x86, Java, JavaFX, Junit and bash.**
- **AWS, JIRA, Slack, GitHub, CLI, Figma, Google Cloud Platform, RESTful API's, Bootstrap, Node.js and Linux.**

Projects:

MobileCoding

Why? – I always wanted a mobile phone complier to quickly test/run my code in places where I can't access my laptop.

- Created a personal IOS/Android application which runs/tests my code over 60+ popular languages.
- Used Sphere Engine API's to create software components and automated testing.

Technologies**: React Native, Bootstrap, GraphQL.**

CollabWatch – (DEMO: collabwatch.herokuapp.com)

Why? – I noticed that most of my peers struggled to watch lectures collaboratively with their friends.

- Developed a web application that allows you to watch class lectures and discuss it with your friends synchronously. Technologies: **JavaScript, PM2, HTML, CSS, Bootstrap, socket.io, AWS, Heroku.**

BonePhone

Why? – Created an iOS application for a startup which enables doctor–doctor appointments and meetings.

- Built a real-time, non-EHR based, electronic consultation (e-consult) IOS app to connect pediatric and orthopedic specialists at AFCH to healthcare providers throughout the state of Wisconsin.
- From Authentication to Appointment scheduling used agile and scrum principles while building the application.
- Embedded Twilio Video SDK's and API's to enable video calling and scheduling feature in the app.

Technologies: **Swift, XCode, Google Firebase, Twilio API, Twilio SDK.**

Achievements:

- **Best Educator/Student tool:** Awarded at Hack Madison, WI for Collabwatch.
- **Placed 50th** out of approx. 73,000 students in TCS CodeVita Global Championship.