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Sai Teja Chokkarapu



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Experiences:

<u>Undergraduate TA - Artificial Intelligence</u> University of Wisconsin - Madison

Dec '20 - Present

- 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

- Was 1 of the 10 interns who were part of the company's flagship product MIKROS SDK.
- Fixed various failing API's, which increased the accuracy of the application from 15% to 85%.
- Created documentation and wrote modular, secure, well-tested code with various unit tests for SDK in C#.
- Led a team of interns and conducted weekly code reviews which helped them in achieving their weekly sprint targets.
- Used agile and scrum methodology to build the features of phones that combine social and banking functionality to deliver an exciting player experience.

<u>Undergraduate TA - C/Machine Organization</u> University of Wisconsin - Madison

Aug '20 - Present

- Holding office hours, review sessions and small group discussions to assist students with concepts of heap, stack, cache and assembly/C code.
- Conducted review sessions and developed practice problems for over 420 students.

Education:

University of Wisconsin - Madison (BS in Computer Science)

May '21

Languages and Technologies:

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

Projects:

<u>CapitalOne Financial App</u> [Tech Stack: {HTML, CSS, JavaScript, Cloudflare}]

Why? - To solve the budgeting/financial problem for college/high school students.

- 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.

MobileCoding [Tech Stack: {React Native, GraphQL, Cloudflare.}]

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.

CollabWatch - [Tech Stack: {JavaScript, PM2, HTML, CSS, Bootstrap, socket.io, AWS, Heroku.}]

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

Developed a web application that allows you to watch class lectures and discuss it with your friends synchronously.
 (DEMO: collabwatch.herokuapp.com)

BonePhone - [Tech Stack: {Swift, XCode, Google Firebase, Twilio API, Twilio SDK}]

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.
- 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.

Exercise Tracker - [Tech Stack: {MongoDB, Express, React, NodeJS}]

Why? - Personal Gym workout tracker

• Build a application to track my day-day Gym workout sessions.

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 [Data structures / Algorithms].
- Selected for ACM-ICPC(Olympics for programming) North America Regionals to compete against USA' best talent.