GAUTHAM YERROJU

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EXPERIENCE | **GRADUATE TEACHING ASSISTANT** University of Nevada, Reno
AUG 2017 – PRESENT

FULL STACK WEB DEVELOPER CA Technologies, Hyderabad, India
JAN 2016 – JUL 2016

- Designed and built a web application from ground up to publish quarterly surveys and aggregate results on a dashboard
- Used NodeJS, ExpressJS and MongoDB, with Active Directory for authentication and role management
- Learned all the required tools and implemented the application in five months, following best practices (mostly from the 12-factor app paradigm)

SENIOR AUTOMATION ENGINEER FactSet Research Systems, Hyderabad, India
MAR 2012 – AUG 2015

- Worked on developing and maintaining a framework using IBM STAF and Python on which automated tests can be scheduled, their results stored and sent to test owners
- Integrated the framework with other internal tools using SOAP and REST APIs
- Worked on developing a web application to schedule tests and view results (PHP, MSSQL and jQuery)
- Was **consistently rated "Exceeds Expectations" or "Outstanding"** in every half-yearly review
- Was **awarded the "Star Performer" award** three times during career
- Interviewed and trained new hires for the team

EDUCATION | **MASTERS IN COMPUTER SCIENCE AND ENGINEERING**
University of Nevada Reno, Nevada (Aug 2016 - Present)

BACHELOR OF TECHNOLOGY IN COMPUTER SCIENCE AND ENGINEERING
Jawaharlal Nehru Technological University, Hyderabad, India (Aug 2007 - May 2011)

SKILLS |
- Quick to learn new tools and workflows
- Desire to use best practices (and read the manual), focus on UI and UX
- Git and Perforce workflows
- Object-oriented, callback and promise programming paradigms
- Full stack application development
- Data wrangling and visualization

ACADEMIC PROJECTS

- **Thesis:** Extreme-scale Big Data Storage Failure Analysis (Advisor: Dr. Feng Yan)
  - Analyze disk failures in real-world big data storage systems
  - Create a computationally efficient failure prediction algorithm
- **OpenGL:**
  - Sky Roads like game with Bullet physics in a team of three
  - Major contributions: Input state management and dynamic level generation (level generator tool: https://codepen.io/gyerroju/pen/LbBwyo)
- **Android Application:**
  - Implemented Google Places API, AOSP and Play Services location APIs with gracefully degrading location strategy
- **OpenCV:**
  - Face counting in panning video using Haar cascades and frame stitching

PERSONAL PROJECTS

- Personal website
  - http://gauthamyerroju.com/new-website
  - Built for Jekyll, hosted on GitHub Pages
  - Minimal and clean CSS3 styling
- "Slidey"
  - http://gauthamyerroju.com/Slidey
  - Minimal CSS-only sliding menu
  - Used BEM syntax
- Add-ons for RPG Maker XP
  - https://github.com/GauthamYerroju/rpgmaker
  - Developed add-ons for the tool RPG Maker XP using their Ruby-based game engine
  - Over a dozen add-ons ranging from cosmetic upgrades to functional overhauls
- "Ship Showdown" in Python
  - https://github.com/GauthamYerroju/ship-showdown-pyglet
  - Using the multimedia library pyglet, built a basic game framework (including the game loop, event management, scene management and asset handling)
  - Built a simple 2-player game using the framework
- Breakout-like game Java Swing
  - https://github.com/GauthamYerroju/breakout-game-java
  - Developed a Breakout-like game using a rudimentary game engine (game loop, event handling, etc.) built with Java Swing