Sondhayni Murmu

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EDUCATION

UNIVERSITY OF SOUTHERN CALIFORNIA
B.S. Computer Science and Computer Engineering
Aug 2014 - May 2018

Minor: 3D Computer Graphics & Modeling

SKILLS

LANGUAGES
Java
C/C++
Ruby
Python
React Native
SQL
HTML/CSS
Golang

TECHNOLOGIES
Git
JIRA
Sketch

INVOLVEMENT

USC ACM SIGGRAPH
President, Jan 2016 - May 2018
Lead board members to organize: workshops, industry panels and networking events to an audience of 400+, fostering interest in computer graphics, animation, & interactive techniques

USC DRISHTI
Co Captain, Aug 2014 - May 2018
Choreograph and teach Indian Classical dance routines to team for competitions and performances

WAY OF THE WOLF (GAME)
QA & Usability, Jan 2017 - May 2018
Analyze playtest data to advise design, engineering teams; find & prioritize bugs

LINKS

Github// **smurmus**
LinkedIn// **sondhayni-murmu**
Devpost// **smurmus**

EXPERIENCE

WORLD FOOD PROGRAMME | Frontend Developer
Senior Capstone
Sept 2017 – Nov 2017 | Los Angeles, CA
- Adopted Agile processes to implement individual & group chat, inventory, and map features in React Native for rural farming e-commerce Android app
- Designed prototypes to spec for users to input and access their followers' farming and transaction data & view farming trends across districts on a map
- Connected user interactions to Django database linked to web admin interface, pulling information from custom API endpoints relevant to users

RAINFOREST QA | Software Development Intern
May 2017 – Aug 2017 | San Francisco, CA
- Increased accessibility of test creation and debugging for clients' developer teams by adding feature flags in Golang to custom CLI
- Revamped video player on client test reports with Ruby on Rails, enhancing video navigation to enable more efficient bug review by users

PRINCIPLES OF SOFTWARE DEVELOPMENT | Course Producer
Aug 2016 – May 2018 | Los Angeles, CA
- Lead 30+ students in labs to expand their understanding of intermediate coding practices such as networking/multi threading in Java and an intro to SQL
- Mentor teams on full stack development through assignments and group projects that integrate Java into HTML/CSS and JavaScript

PROJECTS

MONEY GROWS ON TREES | C#, Unity, Oculus Rift, Leap Motion
Apr 2017 // LA Hacks: Best Gaming Hack & Best Use of API
Built Minecraft inspired VR stock market game backed by historic data from BlackRock's Aladdin API, engaging and educating players on basic stock transactions

MULTICHAT | Python
Feb 2017
Developed server overlay to allow multiple chat servers and clients to connect and communicate by applying UDP and TCP networking protocols for chatting on a CLI

PERITRIP | C#, Unity, Android, Samsung Gear, Rest APIs
Nov 2016 // CalHacks
Crafted 360 VR display of vacation locations for an immersive way to "see the world"

PRO PAINT | C++
Oct 2016
Created Paint-like app with customizable tools (such as free draw, move, redo/undo, clone) using the wxWidgets library to allow users to import/export images

ASSASSIN (MOBILE GAME) | Android, Maps API, Firebase
Oct 2015 - Dec 2015
Constructed a networked game with both logged in and guest profiles wherein a user must come into close proximity of their assigned target and avoid their "assassin"

SORRY! EMULATOR | Eclipse, Java, Java Swing
Sept 2015 – Dec 2015
Built the classic board game as a single and multi player app through bot logic, multithreading, and networking to mirror original gameplay in digital environment