

# Shinjin Santhakumar

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## EDUCATION

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### University of California, Riverside

2022

*Bachelor of Science in Computer Science*

*Riverside, CA*

- **Relevant Coursework:** Software Engineering, Artificial Intelligence, Virtual/Augmented Reality, Computer Graphics, Entrepreneurship in Computing, Data Structures and Algorithms, Database Management Systems

## EXPERIENCE

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### Coding Instructor

Nov. 2023 – Present

*Code Ninjas*

*Irvine, CA*

- Taught students software development and programming concepts by **creating games** using JavaScript, Microsoft MakeCode, Unity, and C#
- Helped grow new center to 150+ students, resulting in new location being larger than the old location
- Hosted camps over summer where I instructed a class of students on topics such as Minecraft modding and Redstone

### Software Engineer Intern

Apr. 2022 – Sept. 2022

*Apriss Retail*

*Irvine, CA*

- Worked in an ASP.NET environment using tools and languages such as C#, TypeScript, Microsoft SQL Server, Microsoft Azure, Visual Studio, Blazor, Bootstrap, etc.
- Gained experience implementing features in the **model-view-controller** (MVC) architecture, resulting in a better understanding of software design
- Successfully modified an existing stored procedure, resulting in more coverage for client queries.
- Gained experience using Azure DevOps and learned work flow documentation through Confluence
- Improved client facing Google map feature utilizing the Bootstrap framework, resulting in an enhanced visual experience for the user
- Fixed a bug that allowed unauthorized users to access API keys, resulting in better security
- Collaborated with Software and QA engineers to deploy JIRA tickets in a team environment

## PROJECTS

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### Frozen Frontier | *Unity, C#, GitHub* — [Link to play in browser](#)

- Created a 2D top-down arcade style shooter game using Unity in a 72-hour game jam
- Leveraged C# scripts and Unity to seamlessly integrate dynamic gameplay elements, resulting in a visually captivating gaming experience

### Stock Trading Bot | *Python, Alpaca API, Websocket, PaLM API*

- Utilized PaLM, Google's generative AI model, to make a sentiment analysis of real-time news events to make stock market transactions

### Kickstarter Analytics | *Flask, Python, HTML/CSS, GitHub*

- Developed a web server using Flask that highlights features of successful Kickstarter campaigns through Plotly graphs
- Automated testing using GitHub's continuous integration feature

### Chess Game | *C++, GitHub*

- Planned and implemented a terminal chess game using SOLID design principles
- Makes use of the Strategy, Composite, and Singleton design patterns

## TECHNICAL SKILLS

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**Languages:** Python, C#, C++, SQL

**Frameworks:** .NET, Flask, React, Tailwind, Bootstrap, Swagger

**Developer Tools:** Unity, Git, Visual Studio, Azure DevOps, SQL Server Management Studio, Jira, Confluence