

Srikan Kavuri

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EDUCATION

University of Massachusetts Amherst

Anticipated May 2025

Bachelor of Science in Computer Science and Mathematics

Awards: Chancellor's Award, Dean's List Honors

Coursework: Data Structures and Algorithms, Operating Systems, Programming Methodology, Discrete Math and Computation Theory, Advanced Linear Algebra, Scientific Computation, Multivariable Calculus, Differential Equations

TECHNICAL SKILLS

Programming Languages: Java, NoSQL, HTML/CSS, C, TypeScript, JavaScript, Python, R

Tools: VSCode, MongoDB, React, Node.js

OS: Linux, MacOS, Windows

WORK EXPERIENCE

Summer Intern - Orblite Technologies Private Limited

Summer 2020 – Summer 2021

- Designed and developed front end of the web application using TypeScript, React and Figma, enhancing user experience for wiseowner application
- Contributed to the creation of a streamlined asset management platform for property owners, ensuring accessibility
- Collaborated with cross-functional team to develop and optimize the website, achieving project goals

Computer Technician - Isenberg School of Management Technical Support

Sep 2023 - Present

- Proficiently managed and maintained hardware, learning management systems and network connectivity
- Provided on-call technical support and assistance to professors, graduate, and PhD students.
- Provided hands-on resolution for walk-in technical issues on both Windows and Mac systems

Undergraduate Teaching Assistant - UMass

Sep 2023 - Present

- Focused on interactive learning experience by guiding and assisting students during labs
- Contributed to the development of course materials and graded assignments
- Provided one-on-one tutoring and held regular office hours for student success, aiding comprehension

PROJECTS/RESEARCH

URV (Undergraduate Research Volunteer)- UMass CICS

Dec 2023 – Feb 2024

- Contributed to ongoing research projects alongside a team of two undergraduates and a PhD Mentor in a CICS lab
- Engaged in diverse research tasks including paper summaries, data analysis, coding and shadowing PhD projects
- Gained valuable research insights and actively contributed to ongoing projects in the field of image captioning

Trivial Shell Implementation

March 2024

- Implemented a C++ shell application, "tsh" utilizing core system calls like `fork` and `exec` for command execution.
- Designed functions to manage user interactions and execution using processes and pipes.
- Ensured streamlined memory management and resource cleanup with dedicated cleanup functions

MovieFlix (Web Development Project)

July 2023

- Executed a web development project centered on providing a user-friendly platform for movie and TV show ratings
- Implemented API integration to access up-to-date movie information, ratings, and reviews
- Gained experience in web development, database management and collaboration with a cross-functional team

Cleu(do) Game

Dec 2023

- Implemented Clue(do) game in C, utilizing pointers, structs, and functions.
- Developed modular functions for memory allocation, move validation, and win-checking algorithm integration.
- Optimized game structure for improved maintainability and scalability showcasing problem-solving