Rishi Jammalamadaka

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EDUCATION

Rutgers University, New Brunswick, NJ   *01/24*
Computer Science, Bachelor of Science
Related Coursework: Systems Programming, Imaging & Multimedia, Data Management & Data Science, Artificial Intelligence, Computer Algorithms, Data Structures, Computer Architecture, Calculus, Linear Algebra, Discrete Math, Numerical Analysis

SUMMARY

Full stack software developer with expertise in Typescript, Java, and Python, specializing in web and game development. Demonstrated ability to provide structure to long-term projects, including Console Spot, an application to manage product sales built with JDBC and MySQL, while maintaining a strong creative vision. Developed strong communication skills through collaborative efforts in both formal and informal environments, enhancing efficiency and adaptability as a developer.

EXPERIENCE

Data Annotation   **01/24 – 01/25**
Developer
- Evaluated and trained LLMs for clients on the Data Annotation platform using mainly React.js, Typescript, and Python.
- Enhanced AI model accuracy in over 400 generated responses with in depth research, code reviews, and corrected responses.
- Created visualizations and analyzed data from 100+ data files using pandas, numpy, and matplotlib.

PROJECTS

Social Media API | *Java, Spring Boot*   **01/25**
- Successfully deployed a RESTful social media API in Spring Boot by collaborating with another developer to design and implement 30 endpoints and 4 services that display accurate info to the client and verified responses using 330 postman tests.
- Ensured structured development progress and proper endpoint functionality by organizing daily progress meetings to keep the team on target and properly handling all validation and custom exceptions .
- Efficiently retrieved user profiles, posts, and tags, based on the desired entity relationship diagram, and added support for user and post deletion, by utilizing postgreSQL and JPA Repository and an Onion Architecture.

RishiJS Portfolio | *Next.js, Typescript, Tailwind*   **01/24 - Present**
- Designed and deployed a portfolio, using Next.js and Tailwind.css, that consists of 5 tabs which display 20+ hackathons, game jams, and personal projects with a page for each notable project.
- Demonstrated my skills as a developer by allowing visitors to send emails to inbox directly using Resend API, and fetching profile data via Github API to display dynamically.
- Made the website look professional by adding minimal designs, css animations, and consistent styling along with video demonstrations and art from my projects.

Console Spot | *JDBC, MySQL*   **02/22 – 05/22**
- Allows the user to select between 20+ combinations of items to purchase/sell by handling mySQL queries through the backend and creating display options in the frontend.
- Successfully created a user authentication system that allows admins to manage the users that sell and/or place bids for products.
- Made a full stack application reactive and responsive, by organizing meetings with 3 team members to check on progress and making videos to help get them through software blockers with the Eclipse IDE.

TECHNICAL SKILLS

Programming: Java, JavaScript, Angular, React.js, Next.js, Express.js, Three.js, Flask, TypeScript, HTML/CSS, SQL, Spring Boot, JDBC, Jackson, JPA, jQuery, Node, webpack, Babel, Maven, npm, Python, C/C++/C#, GDScript, Tailwind.css, postgreSQL, mySQL
Software: VS Code, Git, GitHub, pgAdmin, Eclipse, Godot, Postman, Unreal Engine, Unity
Other Projects: Old Github, Game Portfolio 15+ games made in Godot, Unreal Engine, and Unity
Creative Tools: Figma, Blender, Blockbench, Photoshop, Krita, Aseprite, FL Studio, DaVinci Resolve
Non-Technical: STEM Tutor 40 hr, Volunteer 160 hr