

Sachin Reddy

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EDUCATION

UNIVERSITY OF ILLINOIS AT URBANA-CHAMPAIGN

BS IN COMPUTER ENGINEERING

Grad. Dec 2018

GPA: 3.42

GSMST

HIGH SCHOOL

Grad. May 2014

GPA: 3.71

SKILLS

PROGRAMMING

MOST USED:

- Python • C# • CSS
- JavaScript • HTML

USED BEFORE:

- C • C++ • Java
- Swift • SQL • Assembly
- SystemVerilog • MATLAB
- LaTeX

TECHNOLOGIES:

- Unity • AWS • Linux • Git • iOS • Arduino • TTL

DESIGN

- Adobe Photoshop • Adobe Premiere • Adobe After Effects
- AutoDesk Inventor • Maya
- AutoDesk 3Ds Max

EXTRACURRICULAR

GameMakers

COURSEWORK

Algorithms

Data Structures

Artificial Intelligence

Computer Systems Engineering

LINKS

LinkedIn:// [ssreddy2](#) 

Github:// [sachinreddy1](#) 

EXPERIENCE

FISERV | SOFTWARE ENGINEERING INTERN

May 2018 – September 2018 | Alpharetta, Georgia

- Developed a lexer and parser to convert PowerBuilder code to .NET code
- Output code resulted in approx. 80% of successful compilations
- Implemented a syntactical tree with dynamic programming for the parser to recognize and represent syntax, while saving memory and reducing run-time

UNITED TECHNOLOGIES | COMPUTER ENGINEERING INTERN

May 2017 – September 2017 | Huntington, Indiana

- Developed a driver in C for a relay chip on an ARM processor
- Driver later implemented in a thermostat
- Designed PCB board for compact integration into thermostat design

CORNER'S PROPERTIES | SOFTWARE ENGINEERING INTERN

May 2013 – December 2014 | Peachtree Corners, Georgia

- Developed the company's website using CSS, HTML, and JavaScript
- Managed tenant databases with MySQL

RESEARCH

UIUC ELECTRICAL AND COMPUTER ENGINEERING

RESEARCHER

Sept 2019 – December 2019

- Helped develop an educational VR game using Unity for ECE 329 (Fields and Waves).
- Managed scenes and helped add numerous features.

PASSION PROJECTS

CUBIC TROOPER | SUMMER 2019

[GITHUB.COM/SACHINREDDY1/CUBICTROOPER](https://github.com/sachinreddy1/cubictrooper)

- Developed a 2D, top-down shooter on the Unity game engine and C#
- Utilized PhotoShop for sprite design
- Compiled in WebGL for users to play in browser
- Currently live on personal website

MINECRAFT MOD: GEOMETRIC ACOUSTICS | SUMMER 2019

[GITHUB.COM/SACHINREDDY1/GEOMETRIC_ACOUSTICS](https://github.com/sachinreddy1/geometric_acoustics)

- Developed Minecraft java mod that provides real-time geometric acoustics for realistic sound attenuation, reverberation, and absorption through blocks
- Overhauls Minecraft's OpenAL sound engine

PERSONAL WEBSITE | SUMMER 2019

[GITHUB.COM/SACHINREDDY1/PERSONALWEBSITE](https://github.com/sachinreddy1/personalwebsite)

- Developed with HTML, CSS, and Javascript
- Using Gulp, NodeJS, and Jekyll to update the web page
- Hosting files on AWS' Cloud Front for faster reads