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| **EDUCATION** | | | | |
| **Seattle, WA** | **University of Washington** | | **September 2018 - June 2022** | |
| * B.S. in Electrical Engineering * Relevant coursework: Computer Programming I & II, Data Structures and Algorithms, Hardware/Software Interface, Computer Architecture I, Systems Programming, Programming Languages, Design of Digital Circuits and Systems * Dean’s List for 3 quarters | | | | |
| **TOOLS AND TECHNOLOGIES** | | | | |
| * Programming Languages: Java; C#; C; C++; Verilog; SQL; HTML, JavaScript; ARM Assembly; x86 Assembly * Tools: Git; Shell Scripting; Bash; Autodesk Inventor; Autodesk Maya; Autodesk 3ds Max; Unity; Linux * Professional experience as a student researcher * Proven ability to communicate with diverse stakeholders through 4+ year volunteer role | | | | |
| **RELEVANT EXPERIENCE** | | | | |
| **Student Researcher** | | Sabesan Lab | | October 2020 – Present |
| * Designed applied adaptive optics on retinal image scans for ophthalmologists to quickly diagnose eye diseases. * Developed a custom image processor on a GPU to take C-scan and cross section images of the human eye in 5 seconds. | | | | |
| **Programmer & 3D Modeler** | | Game Development Club | | January 2019 – Present |
| * Developed various role-playing games using Unity and C#. * UI/UX lead in a 3-person team to build reusable assets through object-oriented design principals. * Designed an open world 3-D platformer where a user can move a ball and collect points until the end of each level using the Unity game engine. * Built a two-player tank game in an integrated world using the Unity game engine. * Assisted a team to design a balloon tower defense game utilizing the software development lifecycle. | | | | |
| **PROJECT EXPERIENCE** | | | | |
| **Collaborative Search Engine March 2021 – June 2021**   * Implemented a multithreaded client and server system with basic HTML to provide a user interface and search bar. * Collaborated with a team to build a network-based search engine that allows for users to search within a limited range of pages.   **Collaborative Algorithm Optimization July 2020 – August 2020**   * Created a maze generator and solving program that computes the shortest path using Dijkstra’s Algorithm and Kruskal’s algorithm.   **Android Application Development May 2020 – July 2020**   * Developed an android interactive map application that integrated with the Google Maps application programming interface to find directions to a location based upon fastest time. | | | | |
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| **ADDITIONAL EXPERIENCE** | | | | |
| **Disability Advocacy Student Alliance February 2021 – present**   * Advocated with Students with disabilities to address issues pertaining to accessibility * Liaised with stakeholders: students, administrators, leadership staff   **Model UN, Captain September 2015 – June 2018**   * Lead monthly mock conference sessions * Mentored 30 students on constructing improv speeches, writing position papers, and resolutions. | | | | |