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| 17790 68th Avenue NorthMaple Grove MN 55311 | **Deepak K. Bokka** | (763) 496-7159deepak.bokka.2@gmail.com  |

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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
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| **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
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| **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.
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| **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.
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| **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.

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