Chandana Srinivas

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Education: BS in Computer Science

Aug 2022 – Dec 2025

University of San Francisco — *San Francisco, CA*

Relevant Coursework: Software Development in Go Lang, Data Structures and Algorithms, Computer Architecture, Operating Systems, Data Visualization, OOP in Python and Java, C and Systems Programming, Discrete Math, Calculus, Linear Algebra.

Technical Skills

GoLang, Git, Java, Swift, Python, C/C++, JavaScript, SQL, GitHub, MongoDB, HTML/CSS, Haskell, React, RISCV, AWS, React, Node.js.
Object-oriented design, Algorithm, Design, Data structures, Problem-solving, and Complexity analysis
Experience working with data structures and software design. Experience working in Unix/Linux environments.

Professional Experience

SWE Intern — ***Jan 2025 - Present***

QuadCore Innovations — *San Francisco, CA*

- Currently developing an AI/ML model to generate credit scores and detect fraudulent transactions using supervised learning, with API deployment via FastAPI.

SWE Intern — ***May 2024 - Aug 2024***

Wenable Inc. — *(Remote) Dallas, TX*

- Designed and implemented a report service in Go Lang and Node.js with REST API endpoints for immediate and scheduled report generation, integrating RabbitMQ for background processing and AWS S3 for report storage.
- Handled immediate and delayed report processing via Celery workers, and ensured efficient message queuing with RabbitMQ.

Research Assistant, Data Visualization and Graphics Lab — ***Feb 2023 – Present***

University of San Francisco — *San Francisco, CA*

- Contributed to research papers submitted to IEEE Vis and Eurographics Education, improving visualization literacy in parallel coordinates and treemaps by 20%.
- Assisted in evaluating LLMs using Bloom's Taxonomy and utilized NLP, time-series, and pattern recognition libraries in Python for data analysis, creating impactful visualizations with R, Tableau, and Python libraries.

Teaching Assistant, Computer Science Department — ***Aug 2023 – May 2024***

University of San Francisco — *San Francisco, CA*

- Effectively provided guidance to students on assignments and projects, resulting in an increased completion rate & grade improvement.
- Conducting weekly office hours and code reviews to foster an intuitive understanding of high-quality code and effective system design.

Database and Software Development Intern — ***Jun 2023 – Jul 2023***

Tangerine Inc. — *Bangalore, India*

- Collaborated with the development team to optimize APIs in Java using Spring Boot framework, and with experience in databases, resulting in a 20% reduction in response time for client requests, and utilized MongoDB and Sequel Pro to retrieve and analyze data.
- Conducted comprehensive testing of newly developed APIs using Postman API, executing GET and POST methods with a 98% success rate, ensuring high-quality functionality and gaining experience solving real-time technology problems.

Projects

- **Search Engine - Aura**
  - Built a search engine using Go Lang and information retrieval techniques like TF-IDF, wildcards, indexing, and word stemming. Combined components like inverted indexes, web crawling, concurrent programming, and go routines to achieve efficiency.
  - Used Go's testing package to build test cases and verify results. Extensive usage of Git for branches and action-based testing.
- **Single-cycle processor with a Cache mechanism**
  - A single-cycle microarchitecture for a subset of the RISC-V instruction set using Digital, incorporating cache mechanisms.
  - Designed and integrated key components, including the Program Counter, Register File, ALU, Branch Control Unit, Data Memory, and Control Unit, passing comprehensive unit and program tests.
- **Tic Tac Toe using Minimax algorithm - TicTacToe**
  - Used minimax as a backtracking algorithm for decision-making and game theory to find the optimal move for a player, assuming that the opponent also plays optimally.
  - Human vs. Computer game based on scores and playable on any board size.

Publications

1. Joshi, A., **Srinivas, C**., Firat, E. E., & Laramee, R. S. (2024). **Evaluating the Recommendations of LLMs to Teach a Visualization Technique Using Bloom's Taxonomy.** Electronic Imaging, 36, 1-8.
2. **Chandana Srinivas**, Elif E Firat, Robert S Laramee, Alark Joshi (2024) **An Inductive Approach for Identification of Barriers to PCP Literacy**. IEEE EduVis
3. Firat, E. E., **Srinivas, C**., Lang, C., Srinivas, B., Laramee, R. S., & Joshi, A. P. **Evaluating the Impact of a Constructivist Approach to Treemap Literacy.**