

KARNIKAA VELUMANI

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EDUCATION

California State University, Fullerton
Bachelor of Science, Computer Science

January 2024

EXPERIENCE

Freelance UI/UX Designer
Edaters.gg

Sep 2024 - Present
Remote

- Design innovative, on-brand iconography and homepage assets that strengthen messaging and brand identity, contributing to an interactive, responsive website that boosts user retention and engagement using Figma.
- Collaborate with a team of two to implement designs using HTML/CSS within the Angular.js framework.

Data Analyst Intern
MS International

May 2022 - Aug 2022
Orange, CA

- Utilize Sisense BI tool to create interactive dashboards for analyzing packaged shipment data and identifying packaging errors, refining Excel data to determine that only 19% of packages were sent out with proper packaging.
- Perform Sisense deployment migration from Windows to Linux, conducting rigorous audits to verify the functionality of all critical assets, models, and dashboards, while ensuring seamless user accessibility.

Academy Teacher
Innovation Academy

Dec 2020 - May 2022
Fullerton, CA

- Conceptualize and develop captivating interactive activities and lesson plans focused on STEAM topics.
- Design and deliver engaging instructional materials and study sessions tailored to junior high school students.

PROJECTS

acmcuf.com github.com/karnikaavelumani/acmcuf.com

- Lead a team of developers on an open-source web application in SvelteKit, Node.js, TypeScript, and HTML/CSS.
- Design Figma templates, guide students in frontend development, perform bug fixes, and engineer new features.
- Automate end-to-end testing with Playwright and GitHub workflows in CI/CD pipeline.

HumeTube github.com/karnikaavelumani/humetube

- Create a Chrome browser extension that captures key facial expressions through webcam live reaction footage data, storing it using Deno Kv, and utilize the Hume AI API to analyze the emotions in background jobs.
- Build a real-time YouTube emotion analyzer for CalHacks 10.0 within 48 hours, featuring a time series component implemented as a collapsible HTML table element injected into the DOM adjacent to the YouTube player.

Knights vs Gnomes github.com/karnikaavelumani/KnightsvGnomes

- Design and implement top-down 2D RPG gameplay mechanics in Unity using C#, including level exploration, turn-based point-and-click card combat systems, and dynamic character progression elements.
- Create detailed 2D characters, tile maps, props, and other high-quality assets using Aseprite, ensuring cohesive visual storytelling through compelling visuals and animations that enhance the player experience.

SKILLS

Certifications AWS Cloud Practitioner, AWS Solutions Architect

Languages JavaScript, TypeScript, HTML/CSS, Python, C++, C#, R, SQL, Go, Java

Tools Git/GitHub, AWS, Node.js, Deno, SvelteKit, React, Next.js, Figma, Powershell, Sisense BI, Vercel, Netlify