SRIRAM MOHAN

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EDUCATION

Georgia State University   Atlanta, GA
Bachelor's of Science in Computer Science, Engineering   Expected 12/2022
- Current GPA: 3.79

Relevant Coursework: Software Engineering, Data Structures, Programming Language Concepts, Mobile App Development, System-Level Programming, Interactive Computer Graphics

CERTIFIED COURSES

UDEMY (ONLINE)
Java Programming for Complete Beginners   Atlanta, GA
- Learned the fundamentals of JShell.
- Learned concepts in Collections, Threads, Functional Programming, and Exception Handling.
- Learned about adding Rest API and SQL to Spring Boot Projects.

LINKEDIN LEARNING (ONLINE)
- *Python Quick Start*
- *Learn Cloud Computing: Core Concepts*
- *Learning and GitHub*

SHAW ACADEMY (ONLINE)   Atlanta, GA
Graphic Design on a Budget (Diploma)   09/2020 – 05/2021
- Learned the fundamentals of design: principles, elements, and process.
- Learned about color theory and mood board creation.

ACADEMIC PROJECTS

Final Shot   Spring 2022
- Led a group team project for a shooter game project, design in Unity with C#.
- Used milestones (Agile) to set goals and engage members on my team.
- Designed and implemented animated sprites and UI, using C#.

Best of the Pests   Spring 2021
- Individual project - designed a prototype grid-system game, using Unity.
- Designed animated sprites, and UI functionality to accept user input using C#.

EXPERIENCE

PANTHERDEV, GSU (Formerly, Aurora GSU)   Atlanta, GA
Outreach Officer   08/2022 – present
- Networked with people to promote PantherDev to students
- Networked with VGDev (Georgia Tech's GameDev club) to help in hosting Global Game Jam

Artist   01/2022 – present
- Animated characters and designed tilesets and obstacles for game project Lost Redemption
- Designed obstacles for game project Gastropoda

VOLUNTEERING

Goodwill Industries   Decatur, GA
Animator   08/2022 – present
- Participated in animating presentations for Learning & Special Projects at Goodwill

TECHNICAL SKILLS

- **Programming Languages**: Java, Python, C#, C
- **UI Tools**: JavaScript, Shell, Git, HTML, XML, SQL
- **IDEs**: Spring Tool Suite 4, Netbeans, Visual Studio, Unity, Android Studio, Jupyter Notebook
- **Art and Design:** GIMP, Blender, Vecteezy, ease.ly, Adobe PhotoShop and Illustrator
- **Other Tools:** GitHub, Firebase, PowerPoint, Word, Excel, Vyond, Wix, Blender, iClone7, Audacity