Gokul Sriramasubramanian

gokulsriram.com

Enthusiastic university student with experience in game development, programming, music production, 3D design, aero/astronautics, astronomy, and astrophysics. Seeking work in the software development industry.

Urbana-Champaign, Illinois | gokulsriram992005@gmail.com | (805)300-6413
bit.ly/4dQ0suh | github.com/GoXs05/

Research & Work Experience

Intern at Beckman Institute
Urbana-Champaign, Illinois * February 2024 to August 2024

Worked on a project that involved creating a minigame inside Minecraft that aimed to help teach high schoolers cell biology by providing an immersive experience
Contributed to sound effect design, music composition, and basic game design

Research Intern at UCLA
Los Angeles, California * June 2022 to August 2022

Worked with machine learning algorithms at the UCLA Radiology & Oncology Lab
Helped collect data and train neural networks based on predicting where cancer cells could move in order to optimize radiation therapy
Helped write code to perform statistical significance tests on data based on different treatment methods for chronic obstructive pulmonary disease (COPD), depending on which of the four lobes of the lung was affected

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Extracurriculars

Various Applications of CS in Astronomy/Astrophysics
Urbana-Champaign, Illinois * September 2024 to Present

Using Histogram Gradient Boosting, wrote a program to determine if a given exoplanet is potentially habitable (github.com/GoXs05/Habitable_Exoplanets)
- Used data from the NASA Exoplanet Archive as training data for the model

Working on developing algorithms for detecting pulsars by anayzing time-series data from radio telescopes using Fourier & Wavelet transforms
- Planning to implement pattern matching, signal denoising, & ML to enhance detection of weak signals (github.com/GoXs05/Detecting_Pulsars)

Founder & Software Engineer - TerraWing
Urbana-Champaign, Illinois * November 2024 to Present

TerraWing is a company I co-founded, aimed at automating wildlife monitoring, poacher detection, and ecosystem analysis using drone and robotic technology integrated with AI/ML algorithms.
Created a club at UIUC of which I am the co-president, to work on this project
Currently working on a species-specific tracking algorithm with a camera pivot mechanism to track various species of interest using a custom-trained CV model.

Various Game Development Projects
February 2022 to Present

Protocol XenoD is a story-based first person shooter, set in an distant future with endless technological marvels
- Currently developing a "practice range" map called Chimeraspace (provides players with an area to test gunplay, movement, & abilities against enemies)

Unsheathed is a story-based action RPG, set in a fantasy world with magic, fantastical creatures, and more
  Currently developing an extensive souls-like combat system in Unreal Engine
Have worked/am working on smaller gamedev projects as well (github.com/GoXs05/)
Involved in ACM at UIUC, a national CS organization (active in SIGaida, an AI subgroup, Game Builders, a gamedev subgroup, and SIGGraph, a graphics subgroup)

Education

U. of Illinois at Urbana-Champaign
2023-2026
B.S. Computer Science + Astronomy

Relevant Coursework:
- Data Structures & Algs
- Algorithms & Models of Computation (Currently Enrolled)
- Intro to Computer Systems (Currently Enrolled)
- Artificial Intelligence (Currently Enrolled)
- Applied Machine Learning (currently Enrolled)
- Computational Applications of LinAlg

Skills

Adobe Illustrator & Adobe Photoshop

Music Composition & Audio Processing

Unity & C#

Unreal Engine 5 & Blueprint

Blender & Substance Painter

C++, Java, Python, HTML, CSS

Hobbies

Weightlifting & Table Tennis

Music Composition & Violin

Reading

Gaming & Worldbuilding