

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.

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🌐 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

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 analyzing 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 – Feather

Urbana-Champaign, Illinois * September 2023 to Present

- Feather is a company I co-founded, aimed at simplifying drone usage to basic English commands (i.e. our software allows users to verbally control drones using natural language processing through a large language model)
- Created a program with basic drone movement using natural language
- Created a monocular depth perception model to use in conjunction with the natural language model for more complex commands (github.com/GoXs05/Feather_Algorithms)

Solo Indie Developer – Protocol XenoD

Urbana-Champaign, Illinois * February 2022 to Present

- Protocol XenoD is a story-based first person shooter, set in a distant future with endless technological marvels (github.com/GoXs05/Chimeraspace)
- Solo developer responsible for game design, programming, storyline, artwork (2D & 3D), animation, music, and SFX/VFX
- Currently developing a "practice range" map called Chimeraspace (provides players with a practice area to test gunplay, movement, and abilities against enemies)
- 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:

- Discrete Structures
- Data Structures & Algs (Currently Enrolled)
- Computational Applications of LinAlg
- Multivariable Calculus

Skills

Adobe Illustrator &
Adobe Photoshop

Music Composition &
Audio Processing

Unity & C#

Unreal Engine 5 &
Blueprint

Blender & Substance Painter

C++, Java, Python

Hobbies

Weightlifting & Table
Tennis

Music Composition & Violin

Reading

Gaming & Worldbuilding