

ROSZHAN RAJ MEENAKSHI SUNDHRESAN

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Education

California State University, Fullerton

Master of Science in Computer Science, *GPA: 3.96/4.0*

Fullerton, CA, USA

01/2024 – 12/2025

Anna University

Bachelor of Engineering in Computer Science and Engineering, *GPA: 3.8/4.0*

Chennai, TN, INDIA

05/2019 – 06/2023

Skills

Programming Languages: Python, C++, Java, Swift, SQL, JavaScript, TypeScript, HTML, CSS, Objective-C.

UI/UX Tools: Figma, Blender, Adobe XD, Sketch, InVision, Qt/C++.

Frameworks/Libraries: React, React Native, SwiftUI, Node.js, Express, Flask, TensorFlow, PyTorch, Keras, PySpark.

Databases & Cloud: MongoDB, MySQL, PostgreSQL, Firebase, Hadoop, AWS.

Tools & Workflow: Git, GitHub, Docker, Jira, Miro, Postman, LaTeX, Agile/Scrum.

Experience

KONE (Software Developer Intern)

Chennai, TN, INDIA | 11/2022 - 05/2023

Specialized in **OOP** and **CAMOS** software development, with a strong focus on **Human-Computer Interaction** and **UI** modernisation.

- Led a **UI-first** rebuild of CAMOS tendering software, modernizing the legacy interface and increasing adoption while reducing tender creation time by 35%. Furthermore, I built the redesigned UI using low-code **Java**, enhancing usability, consistency, and workflow speed across tender creation and review.
- Integrated **AI-driven** features to automate repetitive steps and enhance customer interactions, improving process efficiency by 50% and accelerating tender approvals.
- Collaborated with stakeholders to gather requirements, iterate on **wireframes/prototypes**, and deliver UI improvements aligned with real user feedback and business goals.

Projects

NETSWIPE – SWIPE-BASED NETWORKING APP

2025

Built and launched **NetSwipe**, a swipe-based professional and personal networking Mobile Application enabling meaningful connections.

- Designed and developed an **IOS** mobile app in **SwiftUI** with swipe cards, matches, chat, and profile management, streamlining user onboarding and reducing account setup time by 40%.
- Engineered the backend using **Node.js, Express, MongoDB, and Firebase OTP authentication**, cutting login failures by 25% and ensuring secure, scalable registration. Additionally, implemented a **real-time chat system** featuring avatars, timestamps, and a history, supporting concurrent users.
- Created user flows in **Figma** and added gamification features, increasing active user engagement by 35%. Started and developed as my **master's project**, building a professional and personal networking platform for myself.

MINGLE – PARTY HOSTING APP

2025

Designed an **IOS** app that lets students create, discover, and RSVP to on-campus events, simplifying party and meetup coordination.

- Built an event management app in **SwiftUI** using **MVVM**, enabling students to create events, view details, and manage RSVPs in a clean, mobile-first interface.
- Implemented host/guest flows with RSVP states (Going/Maybe/Not Going), date-based sorting, and capacity handling, reducing manual coordination effort by 50%.
- Designed reusable cards, detail views, and empty states, improving **UX** consistency and cutting new screen/UI build by 30%.

CAMPUSWAY – IMMERSIVE CAMPUS NAVIGATION APP

2025

Designed a VR/AR-based campus navigation system to help new students explore the university through gamified experiences.

- Developed an immersive navigation app using **Unity/Unreal Engine**, integrated with **Figma** and **Blender**, cutting student orientation time by 50%.
- Added **gamification** (reward points, hidden treasures, exploration goals) that increased participation rates by 60%.
- Optimized VR performance with **LOD, occlusion culling, and foveated rendering**, reducing device rendering load by 20% across Oculus and Vision Pro.

ADMIND – AI-POWERED AD CREATIVE INTELLIGENCE PLATFORM

2025

Built at Cal Hacks 12.0, which analyses mobile ad creatives using **computer vision, LLMs**, and real-time trend data.

- Built an end-to-end analytics pipeline in Python that ingests **ad creatives** and extracts visual/emotional signals (objects, text, colours, sentiment), transforming raw images into structured features in milliseconds.
- Integrated an **LLM-based** insight layer to generate plain-language breakdowns of hooks, messaging, and UX risks, reducing manual ad-review time by 60%. Designed a ranking and comparison AI engine with **Gemini**.