Sree Gajula

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EXPERIENCE

Thinkspace — March 2024 – June 2025
3D Generalist / Frontend Developer — *Remote*
- Built web-based frontend interfaces and interactive animations using JavaScript, Three.js, and GSAP for client-facing applications
- Led development of 3D ads in Blender/Octane, optimizing render pipelines and scene composition to reduce production time while maintaining visual quality

Marvell Technology — June 2022 - September 2022
Cyber Security Intern — *Santa Clara, CA*
- Used and combined modular program analyzers such as EVA and WP from Frama-C to create an abstract syntax tree and perform thorough analysis of C programs, to ensure they meet ISO security standards
- Developed and documented a modular Frama-C workflow to let other users perform program analysis using a variety of plugins which serve to verify properties and remove useless code

Freelance Developer — March 2020 – July 2023
Web Development / 3D Design — *Corvallis, OR*
- Developed websites and web-based applications, adapting new tools and frameworks to meet the specific requirements of each client
- Creating 3D graphics and assets using Blender and Python for a variety of purposes, including game assets, web design, and animation

PROJECTS

Timelines | *TypeScript, Node, Electron, HTML/CSS* — July 2025 – Current
- Designing and implementing an interactive timeline creation tool for worldbuilders and historians, enabling users to map events across eras with tagging, filtering, and rich note attachments
- Implemented zoomable, canvas-based interface with customizable themes, templates, and export options (PDF, image, JSON)

SignGen | *JavaScript, Node, Electron, HTML/CSS* — July 2022 – November 2023
- Developed a customizable sign generation app that uses procedural generation to create signs, stickers, and billboards for use in animation, video games, concept art, etc.
- Built in Electron with a custom HTML/CSS UI, adding theme selection, template customization, and multi-format export

AI Style Transfer | *Python, TensorFlow, Kotlin, Google Cloud Platform* — September 2022 – June 2023
- Collaborated with a team to develop a style transfer application utilizing TensorFlow and Python that enables users to transform the style of a video in real-time, emulating the visual characteristics of famous paintings
- Implemented an intuitive user interface in an Android application using Kotlin, providing users with easy navigation and full access to all application features
- Utilized Google Cloud Platform to host style transfer process to offload heavy computational tasks from the phone application and to ensure scalability

EDUCATION

Oregon State University — Corvallis, OR
Bachelor of Science in Computer Science — *Aug. 2019 – June 2023*

TECHNICAL SKILLS

Languages: Python, C/C++, Javascript, Kotlin, Swift, HTML/CSS
Frameworks: React.js, LangChain, Node.js, Electron.js, Unreal Engine, Unity Engine, three.js
Developer Tools: Git, Docker, Google Cloud Platform, Blender, Octane, VS Code
Libraries: OpenGL, Vulkan, GLSL, NumPy, pandas