Sangita Kunapuli

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Education

University of California, Santa Barbara

Computer Science, Masters of Science   Mar 2024 - Jun 2025

Four Eyes Lab: Research in Augmented Reality, Human Computer Interaction, Explainable AI; Applications Focus

Computer Science, Bachelors of Science *Honors Program*   Sep 2020 - Mar 2024

Relevant Coursework: Data Structures & Algorithms, Object Oriented Programming in C++, Advanced Applications of Programming in Java (Full-Stack Legacy Projects), Computer Vision, Machine Learning Fundamentals, Natural Language Processing, Human Computer Interaction (UI/UX Design), Mobile App Development

Professional Experience

Computer Science Teaching Assistant, UC Santa Barbara   Sep 2023 - Jun 2025

- Lead sections 3x/week for software engineering legacy project course of 96 students and manage coursework, deliverables, and deadlines for 16 student teams and the instructor
- Resolve student debugging questions, host office hours, grade 50+ programming assignments, and conduct Git code reviews of new feature implementations, receiving a 4.7/5 average teaching effectiveness rating from students

Software Engineering Researcher, UC Santa Barbara   Jan 2025 - Mar 2025

- Analyze Git commit data across course iterations using Python to improve student understanding of Agile development, software best practices, and Spring Boot authentication, and increase student productivity by 2x
- Innovate software design documentation, user stories, Github actions, project backlogs, and pull requests to maintain code repositories for 4 legacy Java/Spring Boot & React applications

Software Engineering Intern, Dropbox   Jun 2023 - Sep 2023

- Build File Requests feature improvements in Python & React/Typescript by allowing users to upload files directly to folders via email attachments, enhancing cross platform accessibility
- Improve collaboration workflow for 5+ enterprise teams, facilitating flexibility in how files are submitted and shared, specifically addressing consumer needs

Software Engineering Intern, UC Santa Barbara   Jun 2022 - Aug 2022

- Develop REST API endpoints for backend of full stack React web application simulating limitations on environmental resources used by 150 UCSB Chemistry students
- Integrate pull requests and features across 3 repositories into 1 polished application using Github, ensuring 100% test coverage of the codebase and maximum usability for students

Projects

Exploring Factors Influencing Object Recall in Augmented Reality   Unity, C#, R, Python

Program a Unity AR application for Magic Leap 2 device and conduct HCI user study with 32 participants to investigate the effects of cueing and cognitive load on object recall in a mixed reality office scene and enhance AR support for human memory and attention

Spatially AwARe   React Native, ARKit, Xcode

Design and program mobile application leveraging augmented reality and Google APIs to aid navigation and improve the user's spatial awareness of their surroundings with a gamified interface and tagging landmarks functionality

Investigating ChatGPT as a Code Repair Tool   C++, Python

Formulate dataset of Leetcode problems with syntactical and logical errors, quantify influence of prompt engineering for ChatGPT on LLM's ability to identify and fix bugs in C++ code

ML Classification for Wildlife Research (Where's the Bear)   Python, Tensorflow, PostgreSQL

Implement end-to-end cloud computing pipeline deployed at Sedgwick Reserve to filter empty camera trap images, saving ~3 hrs of transmission time per camera in a month and reducing manual sifting time for scientists by 68%

Programming Languages

Java, Python, C++, C#, JavaScript, HTML/CSS, R

Frameworks & Tools

React, React Native, Spring Boot, PostgreSQL, Figma, Unity, Tensorflow

Achievements

Dean's Honors in Engineering, NCWIT Aspirations in Computing Certificate of Distinction