

Koushic Sumathi-Kumar

Junior Full-Stack Developer

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Brighton, UK

EXPERIENCE

Junior Full-Stack Developer — Campsites.co.uk

Jun 2025 – Present

Haywards Heath, UK

Building and maintaining features across a UK holidays platform serving 10m+ annual users.

- Shipped responsive interfaces and internal tools using Next.js, TypeScript and Material UI across the main web platform.
- Built core features for the iOS/Android app in React Native and Expo, improving accessibility and engagement.
- Designing and building endpoints across a full production stack using .NET/C#, Azure, Transact-SQL, Redis, making architectural decisions for cross-platform consumption.

Lab Demonstrator — University of Sussex

Sep 2024 – Jun 2025

Brighton, UK

Teaching assistant for databases and software engineering modules.

- Delivered hands-on support to groups of students across SQL and Software Engineering practicals.
- Prepared instructional materials in collaboration with academic staff.
- Assessed student understanding, adapting explanations to different learning styles.

Full-Stack Software Intern — University of Sussex + Sprint Electric Ltd

Jul 2024 – Sep 2024

Brighton, UK

Innovate UK Knowledge Transfer Partnership project building an Industry 4.0 telemetry system.

- Built a full-stack event and alert management application integrating with industrial motor controllers.
- Implemented real-time notifications system using WebSockets/PubSub and InfluxDB, integrated to an existing production system.
- Delivered the project end-to-end, from initial design through to production integration.

EDUCATION

University of Sussex

2022 – 2025

BSc (Hons), Computer Science • 1st Class Honours

- First class result (above 70%) in 18 modules.
- HackSussex 2026 Winner — built KnowWhere, an AI-powered exploration app, with a team of three.
- Lab Demonstrator for software engineering and databases modules alongside final year studies.

PROJECTS

KnowWhere — HackSussex 2026 Winner

AI-powered mapping app encouraging exploration and discovery of nearby points of interest. Built in 24 hours at HackSussex 2026.

Tech: *Gemini AI, ElevenLabs AI, Google Places API, React Native, Expo, TypeScript, Django*

Workload Allocation System — Final Year Project

Faculty management and workload allocation tool for the University of Sussex, integrating with existing university data.

Tech: *React, TypeScript, Material UI, Django, Python, SQLite*

Turret Defense

3D tower defense game where the player defends against waves of enemies from all directions.

Tech: *React, Three.js, Express.js, Zustand, SQLite*

Risk - World Conquest

Led a team through the full development lifecycle of a Unity strategy game, managing planning, sprints, and delivery from design to playable build using Agile methodology. Role: Project Manager.

Tech: *Unity, C#*

TECHNICAL SKILLS

Languages: *TypeScript, JavaScript, C#, Python, SQL, Java*

Frontend: *React, Next.js, React Native, Expo, Redux, Material UI, Tailwind, Three.js*

Backend: *.NET, Django, Node.js*

Data & Cloud: *Transact-SQL, MySQL, SQLite, InfluxDB, Redis, Azure, AWS*

Tools: *Git, Docker, VS Code, JetBrains*

ACHIEVEMENTS & CERTIFICATIONS

HackSussex 2026 Winner • Major League Hacking (MLH) Mar 2026

AWS Academy Cloud Foundations • Amazon Web Services Nov 2024

Bootcamp for Software Engineering • HyperionDev Mar 2024