

ADVITH CHELIKANI

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Skills

LANGUAGES

Python
Javascript
HTML/CSS
MySQL
Java
Matlab
Mathematica
OCaml
R
C++
Bash
Go

FRAMEWORKS & LIBRARIES

Flask
Node.js
Express.js
Bootstrap
jQuery
Backbone.js
Underscore.js
Unity
ReactJS
MongoDB

TECHNICAL MANAGEMENT

Git
JIRA
Gerrit

COURSEWORK

Machine Learning
Database Systems
Algorithms

Education

California Institute of Technology
BS Computer Science 2018

Work Experience

Nutanix

Software Engineering Intern

San Jose, CA
Jun 2016 to Aug 2016

- Used Backbone.js and Underscore.js to integrate service portal functionality into main dashboard of Prism management tool
- Allows customers to monitor real-time updates on their support cases from the same interface they monitor health of their virtual machine clusters
- Created functionality for customers to quickly open a support case from any page in Prism with pre-gathered diagnostic information
- Used ReactJS, Node.js, MongoDB, and Gerrit API to create Apollo, an internal image-based code review tool for designers to leave feedback on developer's UI screenshots
- Apollo integrates with Gerrit code review, which has no support for images, to provide a robust code review platform.

NASA (Jet Propulsion Laboratory)

Software Engineering Intern

Pasadena, CA
Jun 2015 to Sep 2015

- Used Python's Flask framework to create REST API that generated configuration files to automate serving earth imagery
- API will be used in automation of all client applications using NASA's OnEarth open source software package
- Created interface for OnEarth server for non-technical management using Javascript and HTML/CSS

CityScan

Software Engineering Intern

Chicago, IL
Jun 2014 to Sep 2014

- Used JavaScript and CartoDB to create interactive map with embedded data
- Worked with Accela API to create demo of how CityScan data integrated with Accela's framework
- Wrote web crawling and formatting scripts in Python

Projects

CLIdocs

A command line tool for getting documentation of your favorite language right in your terminal, made with Go, Python, and Flask.

Triviabot

A Slack bot that asks trivia questions and maintains a leaderboard. Triviabot draws questions from a custom API and stores data in a SQL database on startup, made with Python, SQLite, Flask, and Slack API.

Gametech

A modular platform and API for constructing web games connected to the same leaderboard and with a unified login and registration system, made with Flask, JavaScript, and HTML/CSS. Live at hacktech-games.herokuapp.com.

Venturso.me

A web app that plans a one-day itinerary for you given a start and end time and location, made with Flask, JavaScript, and HTML/CSS. Live at ventursome.herokuapp.com.

NewBite

A web app that finds you new places to eat nearby and remembers places you've already been to, made with Node.js, Stormpath, Mapbox, Factual, and Firebase.

SecretHandshake

A gesture-based authentication system made using the Myo Armband, HTML/CSS, and JavaScript.

SimplyPaper

A web app that transforms an image of a website layout into real HTML/CSS code, made using OpenCV, HTML/CSS and JavaScript.

Save the Street

A virtual reality first-person shooter game on the Google Cardboard made with Unity3D, C#, and Cardboard SDK.

Other Experience

Head Organizer of Hacktech

Organizer for Caltech's annual hackathon. Raised over \$80,000 from sponsors for 2016 event, which features 500 hackers from around the globe. Featured by Caltech, Pasadena News, and GitHub. See <http://www.hacktech.io>. Hacktech 2017 planned for March 3-5, 2017 at the Rose Bowl Stadium in Pasadena, CA.

Speaker at HackCon IV

Spoke and held a workshop about the importance and logistics of running effective and meaningful activities at hackathons at HackCon IV in Estes Park, Colorado.

Co-author of Paper

<https://agu.confex.com/agu/fm15/preliminaryview.cgi/Paper81237.html>

Dec 2015

Jun 2016

2015 to Current