

# ADITYA KUNTE

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## EDUCATION

University of Illinois at Urbana-Champaign  
*Bachelor in Science (Computer Science) - 3.86 GPA*

Graduating in: Fall 2025  
*Urbana, United States*

## COURSEWORK AND SKILLS

- Machine Learning
- Database Systems
- System Programming
- Android Applications
- Computer Architecture
- Blockchain

## WORK EXPERIENCE

Disruption Lab, Duration: 3 months

2023

Intern, Software Engineer

*Champaign, Illinois*

- Implemented a **DAO** (decentralized autonomous organization) using the **Aragon SDK**.
- Tokenized natural resources (nickel, copper, iron) via a new **cryptocurrency** called *Kula*.

Sellou, Duration: 3 months

2023

Intern, Software Engineer

*Tokyo, Japan*

- **Full-stack development** of a social-media **android app**.
- Utilized **Firebase** for back-end development and **React-Native** for front-end development.
- Implemented User-credentialing via login and signup forms.
- Created a dynamic feed of videos for a specific user.
- Implemented liking, commenting, and posting abilities for each user.

Centelon IT Solutions, Duration: 3 months

2022

Intern, Software Engineer

*Mumbai, India*

- Created an image **web-scraaper** to collect images of credit cards using Python's **Selenium** Library.
- Researched on developing a **Generative Adversarial Network** (GAN) to generate Credit Card images using **machine learning**.

## PROJECTS

Ascent Rock Climbing Tool

- Designed a rock-climbing tool that measured grip strength and other metrics for a rock-climber.
- Ran a **server** on an Arduino D1 mini **microcontroller** which received data from a muscle sensor.
- Designed the webpage that received and displayed the processed data for the user.

Community Detection

- Parsed a Stanford dataset of Github users (nodes) and who they followed (edges) to create a **graph** in C++.
- Used the **Girvan-Newman algorithm** to create **communities** of users, based on mutual followers.
- Used **Dijkstra's algorithm** to find relationships between any two users that have a mutual follower.

Root Bridges App

- **Full-stack development** of an **android app** called *Root Bridges*.
- Utilized **SQL** for the back-end, and **AndroidStudio** for the front-end development.
- Implemented user credentialing through login and registration features.
- Enabled users to buy plants/plant accessories online.

Course Recommendation

- Created and designed a course recommendation website in **Flask**.
- Rated a student's selected courses based on the professor, total credit hours, and the student's schedule.
- Wrote functions to fetch data from the professor's RateMyProf webpage using **beautifulSoup**.

## TECHNICAL SKILLS

**Languages:** Python, Java, C++, Haskell, SQL, HTML5/CSS3, Verilog, MIPS Assembly, Bash

**Technologies/Frameworks:** Linux, Git, React, AWS, Android Studio