

Akshit Dayal Uttiramerur

Software Developer

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SKILLS

- Java, JavaScript, Python, Dart, C, C++, SQL, HTML, CSS, Typescript, NoSQL, PowerShell, DBMS
- Git, React Native, AngularJS, ReactJS, MongoDB, Firebase, Flutter, Linux, Data Structures
- Mobile App Development, Web Development, Android, Unit Testing, Machine Learning, Full Stack
- System Design, UI/UX, Software Engineering, Cloud Computing, Object Oriented Programming
- Problem-solving, Good Communication, English, Hindi, Telugu, Japanese

EXPERIENCE

Mobile App Developer Intern | BuzyGo: September 2020 – March 2021

- Designed and implemented software for an e-commerce startup, with more than 20 user interfaces and components using technologies like **React Native**, **Redux**, **React.js** and **Django**.
- Integrated and handled CRUD operations with REST APIs resulting in a decrease in latency by 3 times.
- Performed unit testing and bug fixing decreasing the site error rate by 55% (40 to 18).
- Successfully deployed the completed mobile application to the Google Play Store.

Mobile App Developer | Xlenz Inc: January 2020 – September 2020

- Led the development of a cross-platform application with 30+ interfaces.
- Added persistent sorting and filtering, saving users 50% of the searching time while interacting with data.
- Wrote modularized React Native components, reducing the debugging time by 60%.
- Structurally integrated scalable REST APIs which deducted 35% of development time.
- Applied dependencies to integrate the mobile framework with Unity Player to work with Augmented Reality.
- CI/CD Pipeline integration, code reviews and unit testing with a team of 5 resulting in 50% more efficiency.

EDUCATION

New Jersey Institute of Technology:

Master of Science in Computer Science, **January 2022 – May 2023**

Data Structures and Algorithms, Machine Learning, Deep Learning, Cloud Computing, Operating Systems, DBMS

GPA: 3.75

PROJECTS

Real Among Us (AngularJS, TypeScript, HTML, CSS, Firebase)

- A website that facilitates the live version of Among Us without using paper.
- Link: https://akrypt.github.io/amongus_real

Handpose (ReactJS, Machine Learning, Deep Learning, Image Classification)

- A machine learning oriented website that detects the user's hand sign using emojis.
- Link: [Handpose](#)

Toastmasters App (Android Studio, Java, Firebase, Android)

- Mobile app that manages the Toastmasters meetings for an audience of 40 people.
- Reduced the usage of paper from 90% to 1% by digitalizing.
- Link: [Toastmasters App](#)

Venue Booking App (Android Studio, Java, Firebase, Android)

- An app to digitalize the assignment of rooms/venues to scheduled events.
- Minimized the chance of collision of events to 0% by enforcing user rules and restrictions.
- Link: [Venue Booking App](#)

Transactions App:

- An android app to keep track of money transactions. Link: [Transactions](#)

ACHIEVEMENTS AND VOLUNTEERING

- **Winner, Hackathon:** Won 1st prize for creating a platform for the students and teachers to communicate.
- **3rd Place, Hackathon:** Placed 3rd in a camping-themed Hackathon at NJIT for developing a website that classifies toxic plants vs non-toxic plants.
- **Mentor, JNTUH:** Managed and mentored a group of 30 students teaching them Python, Java and Android Studio.
- **Organizer, Student Council:** Organized 5+ college events while also raising sponsorships from alumni, businesses and companies.