

Aniketh Arvind

919-884-8250 | aarvind2@ncsu.edu | linkedin.com/in/aniketharvind | github.com/ania13 | aniarvind.vercel.app

EDUCATION

University of North Carolina at Charlotte

Bachelor of Science in Computer Science

Charlotte, NC

Aug. 2023 – May 2024

North Carolina State University

Bachelor of Science in Computer Science

Raleigh, NC

Aug. 2024 – May 2027

EXPERIENCE

HackNC Fidelity Quickvest AI Hackathon

University of North Carolina at Chapel Hill

October 2025 – October 2025

Chapel Hill, NC

- Collaborated with a 4-person engineering team to build an AI-assisted onboarding system that auto-fills user data, handles contextual follow-ups, and guides users through account creation
- Integrated **Gemini API** for semantic parsing and structured JSON extraction from free-form user input
- Implemented **ElevenLabs** STT/TTS to enable voice-driven interaction and synthesized assistant responses

NC State Social Impact Hackathon

North Carolina State University

February 2025 – February 2025

Raleigh, NC

- Collaborated with a team to develop a prototype web application using **React**, **Next.js**, and **Firebase** to connect students with tutors, streamlining academic support
- Designed a responsive UI using **React** and **Tailwind CSS**, ensuring an intuitive and user-friendly experience across devices.
- Implemented **Firebase Authentication** for secure user login and **Firebase Firestore** to store user profiles, schedules, and chat messages.

PROJECTS

Cache Royale | Python, ChampSim, Funsearch C++, Docker, OpenAI, RAG, SQL

2025

- Built a retrieval-augmented discovery system for evolving cache-replacement policies across SPEC CPU 2006, including a **Lineage Graph** logging semantic mutations, workload context, achieving a **hit-rate** of **.53**.
- Implemented a **Policy Explainer** and **Discovery Logger** using structured LLM prompting, semantic diff extraction, and **SQLite**-backed memory, enabling experience-driven search, **surrogate reward modeling**, and fine-grained tracking of policy evolution under strict 64KiB metadata constraints.
- Co-authored a research paper documenting methodology, experiments, and findings.

Wolf Cafe | Java, Javascript, Spring Boot, Maven, Rest API, React, JUnit, SQL, Git

2025

- Developed a **Spring Boot** backend with **REST API** for user login, registration, role management, inventory tracking, recipe creation/editing/deletion, beverage purchases, and order history retrieval.
- Built a **React** frontend to handle recipe management, inventory updates, beverage selection and purchase, user authentication, and real-time order status display, integrated with backend APIs.
- Integrated **SQL** database to persist inventory, recipe, and transaction data.

Wolf Scheduler | Java, JFrame, Jenkins, Git

2024

- Built a course scheduling system using **JFrame** to manage courses and events.
- Utilized Jenkins for continuous integration, automating builds, testing, and deployment pipelines.
- Used **GitHub** for version control and team collaboration through pull requests and code reviews.

Chess | Python, Pygame

2023

- Developed a chess game in **Python**, implementing full game logic including piece movement and rules.
- Designed an interactive graphical user interface for the game board and pieces using the **Pygame** library.

TECHNICAL SKILLS

Languages: Java, Python, C/C++, SQL, JavaScript, HTML/CSS,

Frameworks: Spring Boot, React, Node.js, Next.js, Flask, JUnit, WordPress, RestAPI

Developer Tools: Git, Jenkins, Docker, Maven, VS Code, PyCharm, IntelliJ, Eclipse

Libraries: JUnit, Tailwind CSS, OpenAI, Gemini, ElevenLabs, RAG