

# Aniketh Arvind

919-884-8250 | [aarvind2@ncsu.edu](mailto:aarvind2@ncsu.edu) | [linkedin.com/in/aniketharvind](https://www.linkedin.com/in/aniketharvind) | [github.com/ania13](https://github.com/ania13) | [aniarvind.vercel.app](https://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

October 2025 – October 2025

University of North Carolina at Chapel Hill

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

February 2025 – February 2025

North Carolina State University

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 **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 interactable 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