

Aninditha Madishetty

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Objective:

To work hard with full determination and dedication to achieve organizational as well as personal goals.

Education:

Master of Science in Computer Science,

University of North Carolina at Charlotte, US.

May 2017 (Expected)

GPA: 3.75 (till date)

Bachelor of Engineering in Computer Science Engineering,

GITAM University, India

April 2014

GPA: 3.85

Skill Set:

Programming Languages	C, C++, Java, C#, Python, J2EE, R, Lisp, Haskell, Prolog
Scripting Language	Linux / Unix
Web Development	HTML5, CSS3, JSP, JavaScript, PHP, Typescript
Database	SQL / MySQL
Web Services	JSON, XML, Firebase, REST, AWS
Framework	Ionic, Springs, Angular JS
Version Control	GIT
Tools	Android Studio, Unity3D, Eclipse, MySQL Workbench/SQL Pro, Microsoft Visual Studio, Pega, NetBeans
Project Management Tool	Taiga

Experience:

- Graduate **Research Assistant** for Game Design and Development Jan 2017 – Present
Developing a 3D Game that helps in easy understanding of Algorithms and Data Structures.
- Worked as an **Associate Engineer** in Virtusa Consulting Services Pvt. Ltd., India May 2014 – July 2015
Involved in deploying the Product rules in QA and PROD environments.
Involved in setting up and managing QA environments.
Worked on managing servers & database.
Experience in enhancing and fixing the bugs in PRPC applications.
Experience in implementing the requirements using Sprint Methodology.

Certifications:

- Java SE 6 Programmer certification 06 Aug 2015
- Pega System Architect 7.1 certification 07 Nov 2014

Projects:

- Game of Souls** <http://ec2-52-90-79-130.compute-1.amazonaws.com:8080/GameOfSouls/> Sep 2016 – Dec 2016
 - Developed and published a 5-level 2D web game in C# using **Unity game engine**.
 - Included features like sprite animation to depict various movements of the characters and objects.
 - Used features like screen management, prefabs, particle systems etc. to improve the feel of the game.
- Android Mobile Applications** Sep 2016 – Dec 2016
 - Weather App:** Implemented an app to display real time weather data by making API calls (Open Weather Map API).
 - Chat App:** Implemented an app to save & view contacts and send messages. Used **firebase** to store data.
 - Map Tracer:** Implemented an app to mark two locations and trace a path taken by the user in between them.
- FedEx Tracking system** <https://github.com/Aninditha/FedEx-Tracking-System> Jan 2017
 - Created a database of 1000 packages and updated them simultaneously using a thread pool.
 - Computed the shortest path using Dijkstra's algorithm for the delivery of a package through a list of given FedEx distribution centers.
 - Created a Java Web Application so that user can query the system with a unique tracking number and get the packet status and travel history.
 - Used technologies like Java, J2EE, Servlets, JSPs, HTML5, CSS3, Tomcat, MySQL.
- The Clothing Closet** <http://www.sharangirdhani.com/ClothingCloset/web/> Oct 2016 – Dec 2016
 - Designed a web application using MVC pattern that allows a customer to buy the donated items.
 - Implemented a separate portal for each type of user (admin, volunteers, customer).
 - Used technologies like PHP, Yii2 framework, HTML, CSS, Bootstrap, MySQL etc.
- Lempel-Ziv-Welch Compression** <https://github.com/Aninditha/LZW-Encoding> Mar 2016
 - Implemented a java algorithm to compress large files using a table-based lookup.
 - Achieved a compression ratio of 0.38 for a sample dataset. (This ratio varies based on the dataset used for testing. Higher the redundancy, lower the ratio).

6. Other Games Developed

Sep 2016 – Oct 2016

- Implemented Tic Tac Toe, Minesweeper, paranoid and infinity run in C# using Unity game engine.
- Implemented Three – of – a – crime game in R programming.

7. Climate data analysis <https://github.com/Aninditha/Climate-Data-Analysis>

Nov 2016

- Inferred the relationship among the factors that are involved in the temperature rise by plotting graphs using CART and C50 analysis in R programming.
- Predicted a model that categorizes 12 countries temperature based on other factors and how these factors are responsible for a climate change.
- Tested the accuracy of the model using chi-square test for proportions.
- Used packages like rpart, C50, gmodels etc.

8. Holiday planning web site <https://github.com/Aninditha/HolidayPlanning>

Mar 2016 – May 2016

- Designed a Java MVC web application that allows users to book flights and hotels to plan a holiday.
- Implemented a search portal where user can search for tourist attractions in a location.
- Retrieved real time flight data by making API calls and displayed them on JSPs.
- Registered users receive loyalty points for every booking they do.
- Segregated users based on the loyalty points they receive.
- Used technologies like Java, Servlets, MySQL, HTML, CSS, JSPs, Bootstrap etc.

9. Robot Navigation <https://github.com/Aninditha/Robot-Motion-Planning>

Mar 2016 – Apr 2016

- Implemented RRT* algorithm for a Robot that allows it to move in a known environment which has obstacles.
- The initial and goal configurations are pre-set. Environmental details are stored in a file.
- Used technologies like Python, PyGame.

10. Message buffer implementation <https://github.com/Aninditha/Message-Buffer-Implementation>

June 2013

- Developed a console application that allows you to add a forum and post questions into the forum where questions can be answered after registering.
- Multiple user access was enabled by implementing multi-threading and locks.
- Designed the application in python using sockets and REST API.

Subjects:

Game Designing, Mobile Application Development, Algorithms & Data Structures, Robot Motion Planning, Database Systems, Computer Communication & Networks.

WORK AUTHORIZATION: F-1 (Student) Visa eligible for employment authorization under OPT.