

# Aninditha Madishetty

Computer Science & Engineering

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## OBJECTIVE

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

## EDUCATION

**University of North Carolina at Charlotte – USA**

M.S. Computer Science

May 2017 (Expected)

GPA: 3.75 (till date)

**GITAM University – Hyderabad, India**

B.Tech Computer Science & Engineering

June 2010 – April 2014

GPA: 3.85

## EXPERIENCE

**Graduate Research Assistant**

(Jan 2017 – Present)

In UNC Charlotte

Developing a 3D web game with interactive levels that help in easy understanding of various Algorithms & Data Structures.

**Associate Engineer**

(May 2014 – July 2015)

At Virtusa Consulting Services Pvt. Ltd., India

Involved in deploying Product rules in QA & 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.  
Implemented requirements using Sprint Methodology.

## SKILLS

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

## CERTIFICATIONS

Java SE 6 Programmer Certification – **06 Aug 2015**

Pega System Architect Certification 7.1 – **07 Nov 2014**

## PROJECTS

**FedEx Tracking System** <https://github.com/Aninditha/FedEx-Tracking-System>

Jan 2017

A Java MVC Web Application that a user can query with a Tracking number to get the packet status and travel history. Packets are updated using a thread pool and its shortest path is computed using Dijkstra's algorithm through a list of given centers.

**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.

**Lempel-Ziv-Welch Compression** <https://github.com/Aninditha/LZW-Encoding>

Mar 2016

A java algorithm to compress large files using a table-based lookup. With a compression ratio of 0.38 for a sample dataset. (Higher the redundancy, lower the ratio).

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

Mar 2016 – May 2016

A Java MVC web application that allows users to plan a holiday by book flights, hotels and searching for tourist attractions in a location. Retrieved real time flight data by making API calls and displayed them on JSPs.

**Game of Souls** <http://ec2-52-90-79-130.compute-1.amazonaws.com:8080/GameOfSouls/>

Sep 2016 – Dec 2016

Developed & published a 5-level 2D web game with features like sprite animation to depict various movements of characters and objects. Included features like screen management, prefabs, particle systems etc. to improve the feel of the game.

**The Clothing Closet** <http://www.sharangirdhani.com/ClothingCloset/web/>

Oct 2016 – Dec 2016

A web application using MVC pattern that allows a customer to buy donated items. Used technologies like PHP, Yii2 framework, HTML, CSS, Bootstrap, MySQL etc.

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

Nov 2016

Inferred relationship among factors that are involved in temperature rise by plotting graphs using CART & C50 analysis in R. Predicted a model that categorizes 12 countries temperature based on other factors & how its responsible for climate change.

**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.

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

June 2013

A console app that allows you to add forums and post questions into a forum. Questions can be answered after registering. Multiple user access was enabled using multi-threading and locks. Designed the app using python, sockets and REST API.

## WORK & PORTFOLIO

**LinkedIn**

<https://www.linkedin.com/in/maninditha>

**GitHub**

<https://github.com/Aninditha>

**Portfolio**

<https://aninditha.github.io/>