

Aninditha Madishetty

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<https://github.com/Aninditha>

Education:

Master of Science in Computer Science,

University of North Carolina at Charlotte, USA

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:

Proficient: C, C++, Java, MySQL, C#, Python, HTML5, CSS3, Pega Systems.

Intermediate: XML, R Programming, Lisp, Haskell, Prolog, Linux programming, PHP.

• IDEs:

Eclipse, Android Studios, Unity 3D, MySQL Workbench, Microsoft Visual Studios.

• Other:

GitHub, Tiaga, Draw.io.

Experience:

- 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:

1. **Game of Souls** <http://ec2-52-90-79-130.compute-1.amazonaws.com:8080/GameOfSouls/> **Sep 2016 – Nov 2016**
 - Developed a 5-level 2D 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.
2. **Android Mobile Applications** **Sep 2016 – Dec 2016**
 - **Weather App:** Implemented an app to display real time weather data by hitting an 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.
3. **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 FedEx distribution centers.
 - A user can query the system with a unique tracking number and get the packet status and history.
4. **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.
5. **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.
6. **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.
7. **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).
8. **Holiday planning web site** <https://github.com/Aninditha/HolidayPlanning> **Mar 2016 – May 2016**
 - Designed a web application in MVC pattern that allows users to book flights and hotels to plan a holiday.
 - Hit a flight API to retrieve real time flight data and displayed them on the JSPs.
 - Used technologies like Servlets, MySQL, HTML, CSS, JSPs, Bootstrap etc.

9. Robot Navigation

Mar 2016 – Apr 2016

- Implemented RRT* motion planning algorithm using Python and pyGame for a point robot to traverse in a known environment.
- The initial and goal configurations are pre-set. Environmental details are stored in a file.

10. 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.