## **Aninditha Madishetty**

madishetty.aninditha@gmail.com

https://aninditha.github.io/ +1 (984) 289 - 7454

**EDUCATION** 

University of North Carolina at Charlotte - USA

M.S. Computer Science

GITAM University - Hyderabad, India

**B.Tech Computer Science & Engineering** 

January 2016 - May 2017

GPA: 3.80

June 2010 - April 2014

GPA: 3.85

**EXPERIENCE** 

**Graduate Research Assistant** 

Jan 2017 - May 2017

**Associate Engineer** 

May 2014 - July 2015

At UNC Charlotte

Developed a 3D web game in unity with interactive levels that help students in an easy understanding of

Algorithms & Data Structures.

At Virtusa Consulting Services Pvt. Ltd., India

Deployed Product rules in QA & PROD environments.

Setup and managed QA environments.

Worked on managing servers & database.

Experience in enhancing and fixing the bugs in PRPC applications.

Designed and implemented the UI requirements.

**SKILLS** 

**Programming Languages** 

Java, Python, J2EE, C#, C++, C

SQL / MySQL

JSON, XML, Firebase, REST

**Scripting Language Version Control** Framework

GIT Springs, Angular JS

Unix

**Web Development** 

HTML5, CSS3, JavaScript, JSP, Servlets

Eclipse, Android Studios, Unity3D, Sequel Pro, NetBeans

**Tools CERTIFICATIONS** 

**Database** 

**Web Services** 

Java SE 6 Programmer Certification - 06 Aug 2015

Pega System Architect Certification 7.1 - 07 Nov 2014

**PROJECTS** 

Tracking System https://github.com/Aninditha/FedEx-Tracking-System

Built a Java MVC web application that a user can query with a unique tracking number to get the packet status and travel history. Computed the shortest path for the delivery of the package between two cities by implementing Dijkstra's algorithm. Used the Java multithreading concept to update the packet status periodically.

## **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

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

Holiday planning website https://github.com/Aninditha/HolidayPlanning

Built a *laya MVC web application* that allows users to plan a holiday. Included features to book a flight, hotels and searching for tourist attractions in a location. Retrieved real-time flight data by making API calls and displayed them on ISPs.

Game of Souls https://github.com/Aninditha/Game-of-souls.git

Sep 2016 - Dec 2016

Developed a 5-level 2DUnity 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 <a href="http://www.sharangirdhani.com/ClothingCloset/web/">http://www.sharangirdhani.com/ClothingCloset/web/</a>

Oct 2016 - Dec 2016

Built a web application following MVC pattern that allows a customer to buy donated items. Used technologies like PHP, YII2 framework, HTML, CSS, Bootstrap, MySQL etc.

Climate data analysis <a href="https://github.com/Aninditha/Climate-Data-Analysis">https://github.com/Aninditha/Climate-Data-Analysis</a>

Nov 2016

Inferred relationship among factors that are involved in temperature rise by plotting graphs using CART & C50 analysis in R. Developed a model that categorizes 12 countries temperature based on the factors & how it is 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. Used Python and PyGame.

## **ACHIEVEMENTS**

- 1. Received "Employee of the Month" award for my work as an Associate Engineer in Virtusa Consulting Services Pvt. Ltd.
- 2. I was one among 10 students shortlisted for a training program (Mission R&D) based on a coding challenge. This strengthened my problem solving and decision-making skills.
- 3. Stood third in college in my third year of B.Tech.

## **WORK & PORTFOLIO** LinkedIn

**GitHub** 

**Portfolio** https://aninditha.github.io/

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

https://github.com/Aninditha