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,   May 2017 (Expected)
    University of North Carolina at Charlotte, US.   GPA: 3.75 (till date)
Bachelor of Engineering in Computer Science Engineering,   April 2014
    GITAM University, India   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
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:
1. **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.
2. **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 date.
   - **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 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.
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. **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.