

ANUSHA LAVANURU

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EDUCATION

Columbia University, New York	Expected Dec 2024
<ul style="list-style-type: none">Master of Science, Computer ScienceCourses: UI Design, ML, NLP, Algorithms, Databases, VR/AR, Computer Graphics, Human Computer InteractionTeaching Assistant: UI Design (Fall '24), Introduction to Databases(Spring '24), Computing in Context(Fall '23)	
Gokaraju Rangaraju Institute of Engineering and Technology, India	July 2017 - May 2021
<ul style="list-style-type: none">Bachelor of Technology, Computer Science and EngineeringCourses: Algorithms, Data Structures, AI, Advanced Calculus, Probability and Statistics, Big Data, OS, Networks	

SKILLS

Languages :	C, C++, Java, Python, React, JavaScript, TypeScript, SQL, postgresQL, AWS, HTML, CSS
Tools :	SpringBoot, Git, Figma, Scala, Jira, Jenkins, Conference, Unity, Blender, OpenGL
Python Libraries :	OpenCV, Pandas, NumPy, Scikit, matlab, TensorFlow, MySQL, Pytorch, NLTK

WORK EXPERIENCE

Research Assistant Computer Graphics and User Interfaces Lab	Sept 2024 - present
<ul style="list-style-type: none">Developed React and Spring Boot based full-stack features for a geospatial app, integrating RESTful APIs for real-time data visualizationOptimized UI performance by 30% using React Hooks, lazy loading, and server-side caching with Spring BootBuilt scalable backend services with Spring Boot, PostgreSQL, and secure session handling for dynamic data processingEnhanced XR environments using Unity, Blender, and OpenGL, enabling seamless interaction between 2D/3D views and back-end systems	
Research Assistant Computer Enabled Abilities Lab	May 2024 - present
<ul style="list-style-type: none">Built a full-stack AR application using Unity, Blender, ReactJS, and Spring Boot, integrating real-time data with RESTful APIsDesigned a scalable PostgreSQL database to store dynamic historical data and ensured secure data handling with Spring Boot's session managementOptimized application performance with React Hooks, lazy loading, and efficient state management, reducing load times by 30%Delivered seamless AR experiences by integrating 3D assets with real-time data rendering and back-end services for interactive user engagement	
SDE Intern NomadFi	May 2024 - Sept 2024
<ul style="list-style-type: none">Built modular React components for a fintech platform, including the homepage, dashboard, and settingsUtilized React Hooks, Context, and Redux for advanced state management, enhancing user experienceIntegrated Spring Boot APIs to optimize performance, reducing data fetch latency by 25%Developed an OCR system in Python and Spring Boot, automating invoice processing and structuring data in an SQL database	
Software Engineer Shure Audio Technologies	Aug 2021 - Aug 2023
<ul style="list-style-type: none">Designed and implemented scalable software features for the Designer NextGen platform using Python, Flask, and PostgreSQL, enhancing system reliability by 25% and supporting 35+ new functionalitiesAutomated 100+ test cases by building reusable frameworks with Selenium, Pytest, and CI/CD pipelines, reducing manual QA time by 70% and ensuring seamless deploymentsDeveloped backend services for licensing systems and integrated them with a React front-end, enabling a 40% increase in software sales and Shure's first \$1 billion revenue milestoneRefactored legacy codebases to improve performance by 30%, incorporating RESTful APIs, Redis for caching, and containerized deployments with Docker and Kubernetes	

PROJECTS

NomadFi	Sept 2024
<ul style="list-style-type: none">Led a team of 3 to build a full-stack asset tokenization platform with ReactJS, Redux, Material-UI, and a Spring Boot back-end using PostgreSQL and RESTful APIs, reducing data processing time by 25%	
FitBlend	June 2024
<ul style="list-style-type: none">Developed a user-friendly UI application called Fit Blend using ReactJS to help users explore and understand smoothies, incorporating interactive features and real-time data integration for enhanced user experience	