Arunteja Kuchibhatla

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EDUCATION

Carleton University Ottawa, Ontario

Bachelor of Computer Science Honours | GPA: 3.94/4.0

Expected Graduation: Dec. 2025

Relevant Coursework: Data structures & Algorithms, Compiler Construction, Operating Systems, Software Engineering in C++, Fundamentals of Web Development, Discrete Math 1 &2, Programming Paradigms

TECHNICAL SKILLS

Programming: Python, C, C++, Java, Go, TypeScript, JavaScript, HTML, CSS, SQL, Node.js, React.js, Express.js, Spring Boot **Tools:** Git, MongoDB, Redis, Docker, Kubernetes, SonarQube, Postman, Jira, Agile, AWS, Azure, Vault, Confluence

EXPERIENCE

Royal Bank of Canada Toronto, Ontario

Software Engineer Intern - DevOps Engineering Team

May 2023 – Dec. 2023

- Reduced latency of Single Sign On (SSO) authentication endpoints by 50% by optimizing PostgreSQL database queries and
 introducing a database query scheduler that leverages C++ to coordinate the execution of multiple queries concurrently.
- Automated the authentication of Azure AD user entities to allow SSO for over **4000** developers by developing scripts in **Python**. These scripts parsed entity metadata using regex and compare them against a user's SSO token's fields.
- Utilized React to develop a UI that leverages **Go** on the backend to create an authentication system for other engineers who want to contribute to Open Source securely. This led to 600 sign-ups, which is a **15**% year on year increase.

Carleton University Ottawa, Ontario

Teaching Assistant, Data Structures and Algorithms in Java

Sep. 2022 – Present

- Counselled students on runtime and space complexities of their programs through regular office hours and conducted workshops to teach various data structures.
- Developed **Python** scripts to automate scanning of plagiarized code, to identify comments indicating source (textbook/TA) within the plagiarized blocks. Facilitated further review, which led to a **20%** reduction in false academic sanctions.

PERSONAL PROJECTS

Nerd Express (Uber Clone) GitHub Link

- Engineered a C++ ride hailing app by applying polymorphism and multiple inheritance to allow for a modular design.
- Developed custom data structures by leveraging HashMaps and Linked lists to optimize inter-class interactions and memory management through memory pooling and object pooling.

Vibe-ify (Music Player) GitHub Link

- Developed a C++ based music player implementing the Model view controller (MVC) design pattern, enabling users to create and manage playlists of songs with multiple user profiles.
- Deployed Valgrind for exhaustive memory leak detection and utilized multithreading with **pthreads** to orchestrate concurrent audio playback, optimizing performance and memory utilization within the music player.

LEADERSHIP

Tech Lead & Mentor Toronto, Ontario

RBC Summer Tech Labs (Website Link)

June 2023 – Aug. 2023

- Managed a team of 5 high school developer interns through 1on1 sessions and code reviews using Git & GitHub. Taught
 software design patterns such as MVC and debugging methodologies like unit testing and performance profiling.
- Facilitated pair programming sessions and led workshops on Object Oriented Programming, TypeScript, and SQL.

Lead Software Developer, Ontario Team

Toronto, Ontario

Conscious Planet (Environmental Non-profit, Website Link)

May 2022 - Present

• Created automated bots using Python to spread awareness on soil degradation through social media and newsletters.