Arun Arjunakani

arunarjunakani@gmail.com
(224) 634 – 8523
linkedin.com/in/arunarjunakani
github.com/arunarjunakani

Education

Purdue University | B.S. Computer Science   Aug 2016 - Dec 2019
- Specialization: Software Engineering
- Notable Coursework: Software Engineering, Data Structures and Algorithms

Illinois Math and Science Academy   Aug 2013 - Jun 2016
- Chosen to be part of a class of 200 students at a rigorous, residential STEM high school
- Notable Coursework: Advanced Programming, Graph Theory, Bioinformatics

Skills

Java	HTML+CSS	JavaScript	JQuery	ReactJS
AngularJS	Vue.js	Node.js	C/C++	Bash
Git	Scala	Apache Spark	Agile	DevOps
Linux	Python	R	AWS	ELK

Experience

Capital One | Software Engineering Intern   Jun 2019 - Present
- Developed a library to asynchronously read logs from preexisting programs and transfer them to Elasticsearch
- Designed library to run on a distributed Spark cluster
- Visualized hundreds of thousands of logs with Grafana and Kibana
- Technologies: Apache Spark, ELK stack, Grafana, Scala, Java, Python

Art of Problem Solving | Software Engineering Intern   May - Jul 2018
- Worked on frontend development for an online adaptive learning platform for young children in grades 2-5
- Modified a large codebase with hundreds of users
- Technologies: ReactJS, ES6, HTML Canvas, Circle CI

Projects

Riddle Solver (https://github.com/arunarjunakani/RiddleSolver)   Jun 2019
- Designed and implemented an algorithm to solve "Einstein's Riddle"
- Generalized the algorithm to allow the program to solve all types of grid puzzles
- Applied functional programming principles and rewrote codebase in Scala
- Technologies: Java, Scala

Hive Text (https://github.com/babattles/HiveText)   May 2018
- Created a real-time collaborative text editor with online and offline functionality
- Implemented concurrency allowing teams of up 50 people to work on the same project
- Technologies: Electron, Firebase, Node.js, HTML+CSS

Arloper's Algorithm (https://github.com/arunarjunakani/ArloperAlgorithm)   Dec 2016
- Developed a heuristic algorithm to solve the Travelling Salesman Problem
- Designed a GUI to showcase the solution
- Technologies: Java, JavaFX