

Dinesh Dammalapati

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EXPERIENCE

Backend Engineering Intern

Jun. 2022 - Aug. 2022

Numerator | Chicago, IL (Remote)

- Developed and implemented high-performance Restful APIs utilizing FastAPI and SQLAlchemy, ensuring expandability and reconfigurability for highly-scalable applications, with an estimated 100+ endpoints
- Enhanced software security by implementing backend features such as tracking user permissions, ownership, and implementing/debugging over 20 backend features, resulting in an estimated 20% increase in security measures
- Increased overall coverage by creating and executing unit, integration, and functional tests to ensure robust and reliable application performance, resulting in an estimated 30% increase in coverage

Teaching Assistant

Jan. 2021 - Dec. 2022

University of Illinois Chicago | Chicago, IL

- Led weekly tutorials for over 30 students in the courses computer arithmetic and mobile applications development using Java/Kotlin, effectively communicating complex technical concepts.
- Managed discussion sections, laboratory sections, and tutorials, ensuring a thorough understanding of course material, resulting in an estimated 50% increase in student engagement
- Dedicated extensive time and effort to student success by offering personal office hours for over 200 hours, surpassing the average teaching time expected of a TA by 3x, resulting in an estimated 75% of students receiving a grade of A or higher.

Software Development Intern

May 2020 - Aug 2020

Navayuga | Hyderabad, Telangana (Remote)

- Collaborated with a team of software developers to implement solutions following the software development life cycle (SDLC) methodology for two projects, resulting in a 15% increase in efficiency.
- Gained hands-on experience in database technologies such as MySQL and MongoDB, optimizing queries and data retrieval for a customer management system.
- Created and maintained technical documentation, including system architecture diagrams, user guides, and API specifications, contributing to clear communication among team members.

EDUCATION

University of Illinois Chicago | Bachelor of Science in Computer Science

Aug. 2019 - Dec. 2022

- *Lead*, Game Development Group
- *Member*, Association of computing machinery
- Coursework: Data Structures and Algorithms, Programming Languages Design and Implementation, Software Design, Kernel Systems, Artificial Intelligence, Machine Learning, Computer Graphics, android Development, Databases, Visual analytics, Visualizations, and application development.

SKILLS

- **Programming Languages:** C, C++, C#, Python, SQL, PostgreSQL, Java, Go-Language, Elixir, Swift, Spring, Kotlin
- **Web Technologies:** HTML, CSS, JavaScript, Assembly, React, .NET Framework, AngularJS, node.js
- **Operating Systems:** macOS, Linux, Windows
- **Tools:** Azure, AWS, CI/CD, Agile, IntelliJ, Git, Bitbucket, Eclipse, Visual Studio, Selenium, Junit, Docker, MVC, Jenkins

PROJECTS

Online Bookstore Platform

Jul. 2022

- Designed and developed a microservices-based online bookstore platform, handling authentication, catalog, orders, cart, payments, reviews, and recommendations using Java (Spring Boot), Python (Flask), PostgreSQL, MongoDB, and Redis.
- Ensured platform resiliency, fault tolerance, and scalability by implementing API Gateway (Kong), service discovery (Consul), circuit breakers (Netflix Hystrix), containerization (Docker), and orchestration (Kubernetes) on AWS.
- Implemented comprehensive monitoring and logging solutions using Prometheus, Grafana, and the ELK Stack to facilitate quick issue identification and troubleshooting.

Student Participation App

Aug. 2020

- Designed and developed a student participation application using ASP.NET, C# and mySQL and created an intuitive user interface that streamlined the course details, enrollment details and student details.
- Utilized Angular to create responsive and mobile-friendly user interfaces, improving accessibility for user