Dinesh Dammalapati

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EXPERIENCE

Backend Engineering Intern   Jun. 2022 - Aug 2022

Numerator | Chicago, IL (Remote)

- Build High Performance RestfulAPIs for highly-scalable applications using FastAPI and SQLAlchemy with expandability and reconfigurability in mind
- Created extensive test scripts to conduct testing for delivering high quality software
- Consistently communicated with the project manager to ensure the API was meeting the expectations

Teaching Assistant   Jan. 2021 - May. 2022

University of Illinois Chicago | Chicago, IL

- Tutored students to understand the applications of computer arithmetic and designing mobile applications
- Administered discussion sections, Laboratory sections and tutorials
- Directed Taught personal office hours for 200+ hours, going above and beyond by investing 3x the average expected teaching time expected of a TA

Software Development Engineer   May 2020 - Aug 2020

Navayuga | Hyderabad, India

- Assisted in developing a hospital documents management system to combine the documents of the patient from admission to discharge into a single folder.
- Modify existing software to correct errors, or to upgrade interfaces and improve performance.
- Store, retrieve, and manipulate data for analysis of system capabilities and requirements.

EDUCATION

University of Illinois Chicago | Bachelor of Science in Computer Science   Expected Dec. 2022

- GPA: 3.2/4.0
- *Lead*, Similar Interest Game Development; *Member*, Association of computing machinery

SKILLS

Python | Swift | JavaScript | Java | C | C++ | C# | MySQL | Django | Unity | Android Studio | PHP | HTML | CSS | React | Kotlin

PROJECTS

Task Management App   Jul. 2022

- Designed and build an application using swift where the user can manage/track their daily tasks
- Implemented CRUD operations to modify tasks
- Used Core Data framework to manage the model layers objects in the application

Open Street Maps   Aug. 2020

- Constructed a back-end operation of loading the Map, building the graph, computing the shortest weighted and general navigation path between two points
- Took input from user and ran it using the Dijkstra's Algorithm from the user- inputted starting point to the user choices destination and implemented search elements for start and destination with the option to run only with start node

Triangle Meshes Rendering   Feb. 2022

- Developed an application to render an urban setting described in an external JSON file that must be uploaded by the user through a configuration panel.
- Created a basic webpage in HTML with a configuration panel to take a file input from the user
- Used JavaScript and WebGL to perform transformations and rendering upon the JSON file uploaded by the user to shade the layers according to their normal and visualize all the layers of the JSON file.