Nitish Malluru

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Education

Texas A&M University College Station, Tx

Bachelor of Science in Computer Science, GPA: 4.00 *May 2026*

Coursework: Data Structures and Algorithms, Design and Analysis of Programs, Computer Organization, Networking, Operating Systems, Machine Learning, Digital Electronics, Linear Algebra, Discrete Math

Experience

Dell – Software Engineering Intern *May 2024 – Aug 2024*

- Engineered a chatbot using Dell's Digital Cloud LLM service to analyze BIOS debug logs, reducing troubleshooting time by over 50%
- Applied Retrieval-Augmented Generation to chatbot's log categorization, improving identification of BIOS attribute errors
- Led a team of 3 to create an interactive UI/UX for a chatbot, facilitating real-time DACI call analysis and improving BIOS issue resolution accuracy

Arborworx – Software Consultant *May 2022 – Dec 2023*

Founded Arborworx with the mission to build software for small businesses

- Developed a PDF scanning algorithm, extracting customer credit information from 50,000+ PDFs and streamlining data acquisition
- Implemented CI/CD pipelines using Artifactory, Launch4J, and Apache ANT to automate deployment
- Increased customer credit data acquisition efficiency by 800% with a headless multithreaded web scraper

Arytic – Product Development Intern *May 2023 – Aug 2023*

Arytic empowers hiring managers with advanced AI recruiting tools

- Collaborated cross-functionally to identify pain points and refine UI/UX, resulting in a 15% increase in user satisfaction
- Conducted web scraping to gather valuable data and insights, contributing to data-driven decision-making processes
- Enhanced Arytic's culture fit algorithm via consultations with Capital Metro and TXDOT and industry professional interviews

Projects

SpaceCRAFT VR | *Python, C++*

VR sandbox for experiencing and analyzing space systems, mission plans, and operations

- Developed a C++ power distribution model utilizing graph theory to simulate spacecraft's power network as a graph
- Accurately determined wattage requirements for individual consumer nodes based on specifications and overall power distribution

Competitive Programming | *Java, C++, Python*

Complete timed coding challenges in teams of 3

- Co-founded the Competitive Programming Club, mentoring over 50 members in learning new data structures and algorithms
- Advanced to the Gold Division of the USA Computing Olympiad (Top 4% of coders in USA)
- Placed in top 10 at 10 different Competitive Programming Contests

GBA Emulator | *C++*

Software replicating Game Boy Console hardware to run classic games

- Assembled Game Boy CPU opcodes and memory system, ensuring accurate timing for both CPU and GPU operations to preserve the original game experience
- Implemented Direct Memory Access for the Game Boy emulator, allowing memory blocks to be copied to sprite video memory
- Project managed a team of 10 from initial design and component integration to final implementation and testing

Pocket VAX Mobile app | *React Native*

- Launched an app with 1,200+ downloads and a 4.3 rating, enabling users to track and manage family immunizations
- Facilitated easy sharing of vaccination summaries in PDF format, facilitating easy communication with healthcare providers
- Integrated CDC vaccination schedules with personalized notifications, reducing risk of vaccine-preventable diseases

Technical Skills

Languages: Java, C/C++, Python, Bash, HTML, CSS, JS, TS, React, Svelte, SQL, Elixir, OpenGL, GLSL, GLFW, HDL

Developer Tools: Git, Artifactory, Apache ANT, Launch4J, CI/CD

Awards

- **President Endowed Scholar** – Highest merit scholar awarded to student attending Texas A&M
- **Eagle Scout** – Highest rank in the Boy Scouts of America