

Onis Tripathi

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Technical Skills

Programming Languages: Python, Java, SQL, C++, Typescript

Framework and Tools: GitHub Actions, Terraform, Jenkins, Flask, Jest

Cloud: AWS Certified Cloud Practitioner

Additional Skills: Git, Linux, Agile Practices, Microsoft Excel

Professional Experience

Cox Automotive

June 2022 – August 2022

Site Reliability Engineer Intern

- **Reduced setup time by 90%** by automating branch protection rules with TypeScript and GitHub Action
- Engineered a blue/green deployment method using AWS CodeDeploy to **automate the deployment** of an application on AWS EC2; **achieved 99.99% uptime and 30% reduction in deployment time**
- Developed a Slack bot **to provide real-time updates** regarding the repository's status

Institute of Electrical and Electronic Engineers (Micromouse)

May 2021 – April 2022

Software Lead

- Managed an interdisciplinary club and guided on coding best practices and project timelines
- Designed a maze simulator in C++, enabling **easy testing and visualization** without a physical robot

TheCoderSchool

March 2021 – August 2021

Code Tutor

- Introduced data structures and algorithms concepts to **prepare students for college-level courses**
- Created and taught an **individualized 5-week coding curriculum** based on students' coding experience

University of California, Irvine

August 2022 – June 2023

Resident Advisor

- Maintained a **98.98% approval rating** based on a residential hall of 68 diverse residents
- Provided **on-call crisis management** for undergraduate housing community of 3,000+ residents

PERSONAL PROJECTS

onistripathi.github.io

2D Mapping Ultrasonic Device - Echo

Python

- Created a Raspberry Pi access point through Python that hosted a website with NGINX and FastAPI to **display real-time mapping data** obtained from the device
- Developed ultrasonic device for occupancy grid mapping, implemented SLAM algorithm for accurate robot navigation in a 2D mapping environment

Blockchain Based Voting System

Java

- Implemented a peer-to-peer (P2P) network architecture where nodes represented voting machines, enabling encrypted block broadcasting, ensuring data availability in case of central storage attack

Education

University of California, Irvine

Major: B.S. Computer Engineering

September 2019 – June 2023