Onis Tripathi

onistripathi@gmail.com · linkedin.com/in/onistripathi · Fremont, California · (510) 402-9051

Professional Summary

Computer Engineering student from University of California, Irvine seeking a full-time software engineering role. Experienced in utilizing CI/CD tools, version control, and DevOps principles to optimize productivity throughout the software development life cycle. Passionate about automation to streamline tasks, enhance accuracy, and empower software development teams to solve problems effectively.

Education

University of California, Irvine

Major: B.S. Computer Engineering — September 2019 – June 2023

Relevant Classes: *Data Structures and Algorithm (Python), Database Management (SQL), Object-Oriented Systems and Programming (Java), Machine Learning (Python), Network Science (Python), Computer Networks*

Professional Experience

Cox Automotive — June 2022 – August 2022

Site Reliability Engineer Intern

- Automated branch protection rules through TypeScript and GitHub Action reducing setup time by 90%
- Engineered a blue/green deployment methodology using AWS CodeDeploy to enable automated deployment of application on Amazon Elastic Compute Cloud; achieved 99.99% uptime and 30% reduction in deployment time
- Developed a Slack bot to provide real-time updates regarding the repository's status

University of California, Irvine — August 2022 – Present

Resident Advisor

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

Micromouse@IEEE — May 2021 – April 2022

Software Lead

- Managed an interdisciplinary club and provided guidance on coding best practice and project timeline
- Designed a maze simulator in C++, enabling easy testing and visualization without a physical robot

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

Identifying ADHD Brain Network — *Python*

- Used Jupyter Notebook and machine learning-based model to develop a 3D visualization of the brain to gain insight into the neural mechanism's underlings associated with ADHD

Technical Skills

Programming Languages: Python, Java, SQL, C++, Typescript
Framework and Tools: FastAPI, GitHub Actions, Terraform, Flask, Jenkins, Jest
Additional Skills: Git, Linux, Agile Practices, Microsoft Excel, Photoshop