

Aaditya Dhruv

260-239-5833 | aaditya.dhruv@mailbox.org | <https://www.linkedin.com/in/aadityadhruv> | <https://github.com/aadityadhruv>

EDUCATION

University of Illinois at Urbana-Champaign

May 2023

Bachelor of Science in Computer Science

GPA: 3.87/4.00

Courses:

Data Structures, Systems Programming, Web Programming, Game Development, Cloud Networking, Database Systems

EXPERIENCE

Software Development Intern, HP Inc

May 2022 – August 2022

- Rebuilt various parts of an Android application using Kotlin and Jetpack Compose while abiding to Material Design standards
- Focused on integrating and porting features and tools into one application from secondary applications

Research Assistant, Data and Information Science Lab

June 2021 - August 2021

- Worked on a data visualization project to create a graph of over 300 million nodes and relationships using Neo4j
- Used SQLite and Python to extract and format data from the Microsoft Academic Graph using a high performance cluster

Game Development Intern, Candescent Games

May 2021 - August 2021

- Tested multiple aspects of the game's physics by writing unit test code in the Unreal Engine
- Developed graphical assets using real landscapes and height map data, and wrote physics scripts used for different components in the game

PROJECT & ACTIVITIES

Emulation

Dec 2022 – Present

- Built various emulators for old systems such as the CHIP-8, Intel-8080 and the Gameboy using Rust and SDL2
- Added features such as ROM dumping and a debug mode to assist with development

GNU/Linux User Group & Homelabbing

Jan 2022 – Present

- Participated in discussions related to GNU/Linux, open-source software and self hosting
- Administering a homelab consisting of a DigitalOcean droplet and a home server running Rocky Linux
- Deployed services such as Seafile, Grafana/Prometheus and Gitea using Docker and K8s
- Learned about IP tables, NAT and forwarding to forward incoming traffic on a DigitalOcean droplet to the home server using Wireguard

ClassTranscribe

Jan 2022 – Present

- Worked on the frontend and backend of ClassTranscribe, an open-source video streaming platform for educational university videos, built using React & Redux and Flask & PostgreSQL
- Contributed towards several feature additions and bug fixes for increasing accessibility and ease of use with over 4000 lines of additions in commits and PRs

Studymates

August 2020 - August 2020

- Developed a cross-platform chat app built using React and Firebase that enables users to join and create various study groups
- Collaborated with a team of 3 to develop the app during an university hackathon

TECHNICAL SKILLS

Languages:

Rust, C++, C, JavaScript, Python, Java, Kotlin

Libraries, Frameworks & Technologies:

Linux, Docker, K8s, Git, React, Redux, MongoDB, Firebase, MySQL, PyTorch, Pandas, Matplotlib, Unreal Engine