

Anish Thiriveedhi

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EDUCATION

University of Illinois Urbana-Champaign

May 2025

Bachelor of Science in Computer Science and Linguistics

Champaign, IL

- **Relevant coursework:** Data Structures, Algorithms, Software Design, Computer Systems, Discrete Structures, Applied Machine Learning, Linear Algebra, Distributed Systems

SKILLS

- **Languages:** C, C++, C#, Java, Python, JavaScript, TypeScript, Dart, SQL, LaTeX, HTML, CSS
- **Frameworks & Libraries:** React JS, Flutter, Flask, Angular, Spring Boot, TensorFlow, Scikit-learn, Pandas, NumPy, Django, .NET
- **Developer Tools & Technologies:** Firebase, Git, Docker, Unreal Engine, Heroku, Virtual Machines, Vagrant

WORK EXPERIENCE

M&T Bank

June 2024 – August 2024

Software Engineer Intern

Buffalo, NY

- Developed a code generator in **JavaScript** and **Java**, standardizing the backend architecture of **Spring Boot** apps and enabling modular feature additions, reducing setup time by **85%** and improving code quality by **45%** for future scalability
- Enhanced the bank service portal's frontend and backend with **Angular** and **Spring Boot**, adding a new **archive search** feature for fast access to old **SQL**-stored tickets and tasks
- Collaborated with tech leads using **Agile** methodologies to ensure the code generator met team needs, achieving **100%** adoption and facilitating faster development processes

Brunswick Corporation

May 2023 – August 2023

Software Engineer Intern

Champaign, IL

- Built an **augmented reality** (AR) boating simulation using **C++** and **Unreal Engine 5** (UE), highlighting the future of marine recreation
- Elevated user engagement from **40% to 85%** by creating a fishing experience with an **Arduino** controller and interactive triggers in UE
- Employed **TCP** communication between various computers, enabling users to make seamless selections that triggers dynamic changes within the AR simulation

Smart MS3

June 2020 – August 2020

Research and Development Software Engineer Intern

Robbinsville, NJ

- Developed an app utilizing **Flutter** and **Firebase** to collect and analyze **electromyography** (EMG) data from an **Arduino**-based device, empowering patients to closely track muscle fatigue and optimize recovery
- Boosted patients' exercise proficiency by **65%** using the **Random Forest** algorithm with EMG data to tailor exercise recommendations
- Amplified patient engagement by **70%** with data visualizations of muscle recovery progress via the **Seaborn** and **Matplotlib** libraries

CAMPUS INVOLVEMENT

Quant

September 2022 – May 2024

Software Engineer

Champaign, IL

- Collaborated with a team to engineer a **C++** based **high-frequency trading** system compliant with NASDAQ specifications
- Adopted **Vagrant** for consistent and replicable development environments, promoting seamless collaboration and deployment

Illinois Design Challenge

September 2022 – May 2024

Infrastructure Staff

Champaign, IL

- Partnered with a team of 4 to design and maintain an event website and API primarily using **React JS**, **C#**, and **.NET**, ensuring smooth content coordination and delivery
- Communicated with other teams to organize the Midwest's Premier Engineering Challenge, which hosted over **100 participants**

Neurotech@UIUC

September 2021 – May 2023

Software Developer

Champaign, IL

- Constructed a **virtual reality** (VR) environment in **Unreal Engine**, integrated with an **EEG** device for users to control VR actions through facial movements
- Trained and developed a single-layer neural network using **Python**, with **TensorFlow** and other libraries, to accurately discern facial movements from brainwave data, achieving a **97%** accuracy through iterative trials

PROJECTS

MyHousing / [GitHub](#)

- Cooperated with a team of 3 and created a full-stack app using **React JS**, **Django**, and **PostgreSQL** to simplify the apartment search for students, enabling real-time sharing of experiences and comparison of local housing options
- Integrated an interactive map, with the **Google Maps API**, that displayed over **100 housing options** based on pricing and location data, streamlining the user's search process
- Designed a **Django REST framework** backend to manage HTTP requests, user authentication, and registration