Adithya Chari

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Education

May 2022	**Master of Computer Science**, *University of Illinois at Urbana-Champaign*, 3.91.
May 2022	**B.S. Computer Science**, *University of Illinois at Urbana-Champaign*, 3.91, Chancellor's Scholar, Dean's List. **Courses:** Data Structures, System Programming, Algorithms, Progamming Languages and Compilers, Software Engineering

Experience

Aug 2020 – Present	**University of Illinois – CS 374**, *Undergraduate Teaching Assistant*. Worked as an undergraduate course assistant for Introduction to Algorithms and Models of Computation. Helped students and taught course material in discussion sections and office hours, and graded assignments and exams.
May 2020 – Aug 2020	**Cloudflare**, *Software Engineer Intern*. Created a distributed packet tracing interface, including a REST API and React frontend. This is in use by Cloudflare enterprise customers and customer support representatives to concurrently debug networking issues. The project identifies network path and latency from data centers to customer endpoints, reducing detection time of network health issues. Implemented rate limiting for this project, protecting network infrastructure from potential misuse by users.
Aug 2019 – May 2020	**University of Illinois – Illinois Solar Decathalon**, *Home Automation Developer*. Competed in a Department of Energy competition to create a net-zero carbon emissions solar smart home. Designed the infrastructure, mobile and web applications, and manipulated data from a variety of IoT devices. This data will be used to reduce energy cost and reach the carbon emissions goals of the competition.
Jun 2019 – Aug 2019	**Gallagher Bassett**, *Solution Architecture Intern*. Designed and developed an auditing application, including the initial architectural planning and final implementation. Once in production, the application reduced audit times from over 3 weeks to 2 days. Encouraged the usage of a NoSQL database to improve application efficiency, and integrated with current relational databases.
Dec 2018 – Jun 2019	**University of Illinois – Gies Labs**, *Undergraduate Research Assistant*. Worked under Professor Robert Brunner and analyzed data related to the usage of AR/VR technologies in the classroom. This entailed developing and testing a VR application for a course with 400 students, as well as creating demonstrations of this technology for an academic conference.
Aug 2018 – Present	**University of Illinois – Campus Honors Program**, *Tech Administrator*. Maintained and updated the honors admissions database, complied with university requirements, and upgraded the honors program website. Implemented a degree progress tracking system, as well as applications for admissions staff. Improved communication and response times between staff and student employees.

Projects

Aug 2020 – Present	**CLI D&D Server**. Creating a server application which allows several users to play a collaborative role-playing game. A command-line client sends requests to a centralized server, which stores game state. This is written in Rust, and is work in progress.
Dec 2019 – Present	**Stock Price Tool**. Created and maintained a command-line stock ticker tool, written in Go. This gathers stock price information from an API and writes manipulated data to a file for use with the Ledger command-line accounting suite.
May 2019 – Aug 2019	**CS 233 Website**. Designed and developed an updated website for the Computer Architecture course at UIUC. This was built on Jekyll, included an automated Docker build system, and is currently in use by 400 students a semester, as well as the course staff.

Skills

Languages	Go, C/C++, Haskell, Rust, Java, Python, JavaScript/TypeScript
Tools	Git, Docker, Kubernetes, Angular/React, SaltStack, LaTeX