

# 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.  
Data Structures, Intro to Algorithms, Algorithms, System Programming, Programming Languages and Compilers

## Experience

- Aug 2020 – **University of Illinois – CS 374**, *Undergraduate Teaching Assistant*.  
Present
  - Worked as an undergraduate course assistant for Introduction to Algorithms and Models of Computation.
  - Helped students in office hours, taught course material in discussion sections, graded assignments and exams.

May 2020 – **Cloudflare**, *Software Engineer Intern*.  
Aug 2020
  - Created a distributed packet tracing application, used to concurrently debug networking issues.
  - This project identifies network path and latency from data centers to customer endpoints, increasing error visibility.
  - In use by Cloudflare enterprise customers, customer support representatives, and engineering/ops staff.
  - Implemented rate limiting for this project, protecting network infrastructure from potential misuse by users.

Aug 2019 – **University of Illinois – Illinois Solar Decathlon**, *Home Automation Developer*.  
May 2020
  - Competed in a Department of Energy competition to create a net-zero carbon emissions solar smart home.
  - Gathered data from a variety of IoT devices to reduce energy cost and reach emissions goal.
  - Designed mobile and web applications, and an infrastructure to support them.

Jun 2019 – **Gallagher Bassett**, *Software Engineer Intern*.  
Aug 2019
  - Designed and developed an auditing application, from initial architectural planning to final implementation.
  - While in production use, this application reduced turnaround time from over 3 weeks to 2 days.
  - Encouraged the use of a NoSQL database to improve application efficiency.

Dec 2018 – **University of Illinois – Gies Labs**, *Undergraduate Research Assistant*.  
Jun 2019
  - Worked under Professor Robert Brunner and analyzed data related to using AR/VR in the classroom.
  - Developed and tested a VR quiz application for a large course, created demonstrations for an academic conference.

Aug 2018 – **University of Illinois – Campus Honors Program**, *Tech Administrator*.  
Present
  - Maintained and updated the honors program admission database and related applications for admissions staff.
  - Implemented a degree progress tracking system, and upgraded the honors program website.

## Projects

- Aug 2020 – **CLI D&D Server**.  
Present
  - Creating a server application which allows several users to play a collaborative role-playing game.
  - This is written in Rust, and is work in progress.

Dec 2019 – **Stock Price Tool**.  
Present
  - Created and maintained a command-line stock ticker tool, written in Go.
  - Gathers stock prices from an API and provides data for use with the Ledger command-line accounting suite.

May 2019 – **CS 233 Website**.  
Aug 2019
  - Designed an updated website for the Computer Architecture course, in use by 400 students a semester.
  - This was built on Jekyll, and includes an automated Docker build system.

## Skills

Languages Go, C/C++, Haskell, Rust, Java, Python, JavaScript/TypeScript  
Tools Git, Docker, Kubernetes, Angular/React, SaltStack, L<sup>A</sup>T<sub>E</sub>X