ADITHYA AJITH

adithyajith925@gmail.com   (631) 645-5208

Education:

Stony Brook, NY	Stony Brook University	2018-2022

- Major - Computer Science, B.S.E, 3.7
- Programming Coursework - Data Structures, Cloud Computing, System Fundamentals, Logic, Software Development, Artificial Intelligence, Computational Theory, Game Programming
- Mathematics Coursework - Finite Mathematical Structures, Statistics and Probability

Work Experience:

Comcast   **Jan. 2023 - Current**

- Full Stack Software Engineer/Security and Privacy Engineer
- React front-end, Spring Boot back-end, mySQL database.
- Main project: connector tool meant to make server inventory management simple via web/mobile app.
- Jenkins and CI/CD pipelines for deployment of new features and bugfixes.
- Penetration testing software via Burp Suite and NMAP.
- Pipeline code scanning/signing in adherence with Executive Order 14028.
- Research and implementation of SSL renewal and automation.

Prohashing   **Jan. 2022 - Dec. 2022**

- Back end software engineer tasked with regular maintenance and upgrades of servers/databases using Twisted and other libraries, including monitoring of these systems with Prometheus/Grafana.
- Implemented several mining algorithms in Python, creating and working with dozens of APIs to ensure proper communication between systems, including custom-built WAMP software.
- Wrote extensive documentation of implemented systems and features.

Teachers' Retirement System of NYC   **Jun. 2021 - Aug. 2021**

- Worked as a summer intern to create training games for new employees of TRS.
- Used Photoshop and RenPy to develop a simple cybersecurity-oriented educational training experience.

Projects:

- **Restricting Data Viewer**
  - Worked in a team of three to create a visualization of redistricting data for the United States: https://ed-joe.github.io/redistricting-dataviewer-front-end/
- **Hell's Fury - TypeScript Web Game**
  - Worked on a fully-fledged game with two partners using TypeScript and a custom game engine.
  - https://hells-fury.firebaseapp.com/
- **Custom Editing Software - OpenGL**
  - Using OpenGL, GLFW, and GLAD to create a custom visual editing software in C++, designed for creating tilesets and 2D games.
- **Video Game Project**
  - Working on a Starfox-inspired space shooter themed around cyberspace: https://www.youtube.com/watch?v=6g7er7TELQM

Skills:

Programming - Java, JavaFX, C#, Python, MIPS, HTML/CSS, Javascript, React, Ruby, C/C++, AWS
Development Tools - Git, VSCode, Visual Studio, g++, JetBrains IDEs, Vim, Unix, Godot, Unity, Unreal
Languages - English, French