Anirudh Maddula

aam252@cornell.edu　　　　　　　(203) 490-0730　　　　　222 Castle Ave, Fairfield, CT 06825
https://github.com/amaddula

EDUCATION

Cornell University, College of Engineering, Ithaca, NY　　　　　　　　　　**Expected Dec 2019**
Bachelor of Science, Major: Computer Science, GPA: 3.5

Relevant Coursework: Artificial Intelligence, Embedded Systems (C), Language and Information (Python), Data Struct and Functional Prog (OCaml), Digital Logic & Computer Org., OOP and Data Structures (Java), Computing in Python, Discrete Structures, Linear Algebra, Differential Equations
Expected Fall 2018: Machine Learning for Intelligent Systems, Natural Language Processing, Introduction to Algorithms

WORK EXPERIENCE

AT&T, Dallas, TX, *Software Development Intern*　　　　　　　　　　　**June 2018 – Aug 2018**
- Optimized Docker/Kubernetes runtime platform, using Ansible to automate micro-service deployments on Jenkins
- Created tool to improve DirecTV customer retention, using React.js and custom Java/Spring-Boot analytics API

AT&T, Atlanta, GA, *Software Development Intern*　　　　　　　　　　　**June 2017 – Aug 2017**
- Developed a micro-services Rest API in Java with Maven around AT&T J2EE framework with Java design patterns
- Used JMeter to stress/load test API and deploy it to a Jenkins server synchronized with a SQL database

People's United Bank, Bridgeport, CT, *Software Development Intern*　**Dec 2016 – Jan 2017, Dec 2017 – Jan 2018**
- Constructed application in Java to automate client monetary transfers, optimized for date/money comparisons
- Built web services for database management with SQL and Java to organize hundreds of client transactions

CAMPUS INVOLVEMENT

Virtual Embodiment Lab, Cornell University, *Undergraduate Researcher*　　　　**Sept 2017 - Present**
- Researching Virtual Reality and effects on social behavior and immersive communication with Oculus/Vive devices
- Programming using Unity and C# to create models, avatars, and environments to aid in experiments
- Building an interactive model of the earth/moon space system on the Physics Education team as learning tools

Cornell ChemE Car Project Team, Cornell University, *Electronics Sub-Team Leader*　　**Aug 2016 – May 2018**
- Manage a sub-team of 5 members, direct assignments and project development, maintain team leadership as officer
- Collaborate alongside 30 other team members to improve circuitry and Arduino Uno motor controllers in C++

PROJECTS

UniVRsity Startup, Ithaca, NY, *Lead Developer,* univrsitytechnologies.com　　　　**Jan 2018 – Present**
- Co-founded a startup with 7 Cornell students to implement an immersive Virtual Reality classroom experience
- Building monolithic-first architecture for AWS multi-platform interface: VR (Unity/C#), web-apps (React), mobile apps (React Native), and hardware peripherals, allowing use for different media sources in tutoring setting
- Designing the AI assistant, graphics, and networking environment for VR classroom in Unity/C# for Oculus Go's

FlaskFiller – CS 4300 (Language and Information) Final Project, Cornell University　　　　**Apr 2018**
- Implemented an information retrieval system for drinks that compare ingredient similarity, user ratings and reviews
- Used ranking algorithms with sentiment analysis and ML-clustering for suggestions to return most relevant cocktail
- Web-app built with Flask framework in Python and PostgreSQL database

Hive-Mind – Cornell Animal Health Hackathon, Cornell University, *1st Place Software Category*　　**Jan 2017**
- Designed a web service for beekeepers to upload pictures of hive frame cells to the database
- Uses automated image processing cell-segmentation with OpenCV, receiving statistical feedback on health of hive
- Programmed ML algorithm in Python with SciKit Learn modules; uses color/texture to differentiate cells

ACTIVITIES/INTERESTS

Association of Computer Science Undergraduates, *Member*　　　　　　　　**Aug 2016 – Present**
Big Red Marching Band, *Drumline Member*　　　　　　　　　　　　　　**Aug 2017 – Present**
Cornell University Indoor Drumline, *Webmaster*　　　　　　　　　　　　**Dec 2017 – Present**

SPECIALIZED SKILLS

Programming: Java, Maven, Python, Flask, C/C++, C#, HTML, CSS, JavaScript, React, Node.js, Express, OCaml, Git
Software: MySQL/PostgreSQL/MongoDB, Unity, Windows/Linux, AWS, Docker, Kubernetes, Ansible, Jenkins, JMeter