

Anand Dukkipati

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Education

University of Michigan

BACHELOR OF SCIENCE IN COMPUTER SCIENCE, GPA: 3.6/4.0

Ann Arbor, MI

Sep. 2017 - May 2021

Coursework: Operating Systems (482), Object-Oriented Programming (381), Distributed Systems (491), Programming Languages (490), Computer Security (388), Web Systems (485), Mobile App Development (441)

Experience

Duo Security

SOFTWARE ENGINEER INTERN

Ann Arbor, MI

May 2020 - Aug. 2020

- Built main navigation menu for version 4 of Duo Mobile App using Auto Layout programmatic constraints
- Built an animated, automatically refreshing UI component for one-time passwords (OTP)
- Wrote unit tests to ensure UI components store, modify, and display data properly
- Wrote layout tests to ensure UI components render properly for various screen dimensions and font sizes
- Added metrics for user behavior using Google Analytics for Firebase

University of Michigan

PROGRAMMING LANGUAGES INSTRUCTIONAL AIDE

Ann Arbor, MI

Jan. 2021 - Present

- Supporting faculty in developing and grading assignments and exams
- Holding weekly lab section, office hours, and answering questions on piazza
- Covering topics like recursion, type systems, polymorphism, parallelism, concurrency, OCaml, Rust, Haskell

Research

Future of Programming Lab

UNDERGRADUATE STUDENT RESEARCHER

Ann Arbor, MI

May 2020 - Present

- Implemented unary operators for Hazel, a live functional programming environment that runs incomplete programs
- Developing Hazel Assistant, an intelligent tutoring system for teaching students functional programming

Projects

AnandCraft

- <https://github.com/anandrav/AnandCraft>
- Created a clone of Minecraft in C++ using OpenGL and SDL2
- Utilized parallelization with a pool of worker threads and job system in order to boost performance
- Utilized features of modern C++ (C++11 and onward) such as lambda expressions, move semantics, smart pointers
- Wrote wrappers around the C-style OpenGL API to make code more object-oriented and memory-safe

Animation Maker

- <https://play.google.com/store/apps/details?id=com.arduk.animationcreator>
- Developed an Android Application available on the Google Play store for drawing traditional frame-by-frame animation
- Designed tools and features such as drawing, making undos/redos, and “onion-skinning”
- Accumulated **6000+ downloads** on the Play Store

Insta485

- <http://ec2-3-17-128-50.us-east-2.compute.amazonaws.com/accounts/login/>
- Developed a copy of Instagram hosted on Amazon Web Services (AWS)
- Created interactive UI and infinitely scrolling front page using ReactJS with JSX
- Implemented SQL database to keep track of user data and posts
- Designed page layout and graphics using HTML and CSS
- Wrote a bash script to automatically reset website content on an hourly basis for demo purposes

Skills

Languages C++, C, Swift, Objective-C, ReasonML, OCaml, Java, Python, Javascript, HTML, CSS