

ANIL OLI

San Marcos, TX | (737) 388-9527 | anil.ol@aniloli42.me | linkedin.com/in/aniloli | github.com/aniloli42

EDUCATION

Bachelor of Science in Computer Science, Minor in Data Analytics

Expected May 2028

Texas State University, San Marcos, TX

GPA: 3.87/4.0

Honors: Honors College, Dean's list

Organizations: ITSA, ACM AI, IEEE

Key Coursework: Data Structures & Algorithms, Object-Oriented Programming in Java, Foundation of Computer Science I & II with C++, Technical Writing, Human Communication, Ethics and Society

TECHNICAL SKILLS

Languages: Javascript, Typescript, C++, Java

Frameworks & Libraries: Node.js, React, Express, Next.js, Nest.js

Databases: PostgreSQL, MongoDB, MySQL

Tools: Docker, Git, Linux, VS Code, Neovim

Practices: REST APIs, GraphQL, WebSocket, Authentication, Agile (Jira, Github, Bitbucket)

PROJECT EXPERIENCE

Automated News Posting System (<https://github.com/aniloli42/ctevt-notice-to-facebook-post-automation>)

- Noticed a school page struggling to keep up with daily exam notices, so I built an **automated** system to scrape and post updates using Node.js, Express, MongoDB, and Puppeteer.js.
- Replaced hours of manual posting with a process that now handles **1,000+ notices automatically**, keeping 2,000 followers updated.
- Learned how reliable automation can reduce repetitive work and scale information sharing.

Lab Report Generator (Pharmacy Lab)

- Developed and maintained a lab reporting system that's been in **production for 4+ years**, generating hundreds of reports yearly.
- Streamlined data entry and added validation checks, **cutting report preparation time by 50%**.
- Gained experience building tools that evolve through user feedback and long-term maintenance.

Donate – Blood Management System (<https://github.com/aniloli42/donate-blood-management-mern>)

- Built a full-stack platform to connect donors and recipients through **secure authentication and tracking**
- Implemented multi-role user access and **state management** using Redux, ensuring reliability across sessions.
- Strengthened understanding of **building real-world, user-facing systems** from front to back.

WORK EXPERIENCE

Dining Student Worker

Aug 2024 – Aug 2025

Chartwells Higher Ed, San Marcos, TX

- Worked in a fast-paced dining environment **serving 500+ students** daily while maintaining accuracy and quality.
- Supported an 8-member team by rotating between service areas to balance workloads during rush hours.
- Recognized by supervisors for consistency and dependability, often assigned to high-traffic shifts.
- Developed habits of communication, time management, and collaboration that now support my project teamwork.

Student Mentor (Independent)

Aug 2024 – Nov 2024

- Voluntarily **mentored 7 fellow students** in programming and academic planning, providing one-on-one guidance.
- Helped them understand **core computer science concepts**, debug projects, and improve coding confidence.
- Strengthened leadership, explanation, and mentoring skills through **consistent collaboration and support**.

Backend Developer Intern

Jan 2023 – Jul 2023

Internsathi – Sathi EdTech Pvt. Ltd., Nepal

- Joined a 6-person **Agile development team** and quickly adapted to the project workflow using **Jira and GitHub**.
- Built and deployed 10+ production-level backend features, helping improve delivery speed and product stability.
- Refactored **PostgreSQL schemas** with Prisma, reducing data errors and **improving system reliability**.
- Wrote 30+ unit tests and internal documentation that cut onboarding time for new interns by **25%**.
- Learned how structured teamwork, **code reviews**, and iterative releases shape **strong software practices**.

LEADERSHIP & ACTIVITIES

Bobcat Lead Retreat – Texas State University

Sep 2025

- Participated in a university leadership retreat focused on collaboration, communication, and problem-solving.
- Worked with a diverse team and earned the **GOAT Trophy** for outstanding teamwork and engagement.
- Strengthened **leadership confidence**, group facilitation, and decision-making skills.