

Aniruddh Ravipati



Montpellier, France

✉ ravipatianirudh@gmail.com

☎ +33 7 44 52 48 49

🌐 gitanjali.vercel.app



Employment

Freelance Designer & Developer

Copenhagen Institute of Interaction Design

📶 Remote

Dec 2022 – Present, 2 Years

- **Design & Website Development** for ciid.dk
- **Ideation & Research** for translated.com for ideas, applications or UX flows to gain user trust.

CloudAEye

CloudAEye

📶 Remote

Feb 2023 – Dec 2024, 1.8 Years

Design for CloudAEye, a SaaS startup focused on cloud observability and AI-powered assistants for testing and deployment

Senior Software Engineer

Samsung R&D Institute

SAMSUNG

📍 Bengaluru

Aug 2017 – Jun 2021, 4 Years

Lead Engineer heading a small team of 3 to develop and maintain applications for 5G Networks' Access layer architecture

- **Software** in **C++** of applications for Access Layer architecture in 5G networks for clients such as Docomo, Verizon, and AT&T.
- **Software** in **C++** Citizens Broadband Radio Service for Verizon
- **Software** in **Python** – one-of-a-kind document parser for a statistics module that enables it to read and write data as per the operator's (Docomo) choices

Education

Masters Programme Interaction Design
Copenhagen Institute of Interaction Design

Aug 2021 – Aug 2022

Master of Science Computer Science
IIIT Hyderabad

Aug 2016 – Aug 2017

Bachelor's in Technology Computer Science
IIIT Hyderabad

Aug 2013 – Aug 2016

Projects

ciid.dk

A website for my alma mater – Copenhagen Institute of Interaction Design. Developed using [Webflow](https://webflow.com), and its internal CMS to publish courses, track applications etc.

Code Review

Design of a developer tool to simplify the post coding phase of development – a tool that can review code, describe pull requests & commits, highlight bugs & vulnerabilities.

Test RCA

Design of an AI powered tool to help developers understand why integration tests are failing, and also provide suggestions & code to rectify failed tests.

Alien Radio

A **creative tech** project that is in the form of an interactive toy to help kids learn about how transistors work. Inspired greatly by the [Braun Lectron system](https://www.braun-lectron.com), the project was realized using an [Arduino](https://www.arduino.cc) and a [laser cutter](https://www.kitfox.com/laser-cutting/) to make the body

Interlink

Interlink is an exploration into the possibility of mobile applications serving as “essays”, with this particular app expositing on the nature of artificial intelligence and the effects of the internet through a McLuhan-ite scope. Developed using [Origami](https://origami.design), a high-fidelity digital prototype framework.

Shunya

Shunya was the thesis project for my alma mater, CIID. It was intended as an exploration into the nature of technology's spiritual aspect. With a combination of amateur [woodworking](https://www.woodworking.com), [laser cutting](https://www.laser-cutting.com), [Arduino](https://www.arduino.cc) and operating [servos](https://www.servos.com), Shunya is a prototype of how a moment of prayer could look in the future.

Skills

❖ Product Design ↗ UX 🧠 User Research

🎨 Figma 🗑️ Origami Studio

⚙️ React ↗️ Processing 🌐 Next JS

🔧 C++ 🦀 Rust 🐍 Python 📄 Javascript