

# Anil Ankitha

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## EDUCATION

- **Nanyang Technological University, Singapore** **Aug 2019 – May 2023 (Expected)**
  - Bachelor of Engineering in Computer Science
  - **GPA:** 4.24 / 5.00 (Honors Distinction)
  - **Relevant Modules:** Advanced Software Engineering, Software System Architecture and Design, Net Centric Computing, Databases, Algorithms, Object Oriented Programming, Human Computer Interaction, Data Science and Artificial Intelligence, Advanced Computer Organization and Architecture, Data Structures, Leadership in 21<sup>st</sup> Century.

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## PROFESSIONAL EXPERIENCE

- **Shopee, Singapore** **Jan 2022 – May 2022**
  - **Android Software Engineer (Intern)**
    - Worked on 10+ background production activities involving component migration within the application, network-related processes, and self-testing.
    - Investigated image performance of various file formats with image loading libraries, Glide and Picasso.
    - Developed Movie Library application using React Native and handled navigation between native platforms.
    - **Software** – Android Studio, GitLab, Jira, Confluence, Jenkins, Flipper, Visual Studio Code.
- **Trust Technical Services, Abu Dhabi** **Jun 2020 – Aug 2020**
  - **Android Application Developer (Intern)**
    - Developed COVID-19 Tracker App based in different locations in India.
    - Used Android Studio, Volley Library and REST API for retrieving real time COVID updates from initial JSON format

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## ACADEMIC PROJECTS

- **Final Year Project** **Aug 2022 – Present**
  - **Interactive music generation with the LEAP motion sensor**
  - investigating the use of appropriate hand motions to alter melodic parameters, creating user-friendly applications using Unity and performing usability testing.
- **GoldFolks - Elderly Assistance Application** **Aug 2021 – Nov 2021**
  - Initiated and brainstormed Flutter application for assisting elderly including features of stimulating cognitive games and medication reminders.
  - Constructed use case model description from the user requirement document and maintained backlog of the team's obligations using Trello software for maximum productivity and efficiency of software development.
- **Dengue Tracking System** **Jan 2021 – Apr 2021**
  - Lead a team of 5 to develop Flutter-based mobile application using Firebase, and official updates from NEA website using web scraping libraries.
  - Documented Software Requirement Specification and accomplished to execute Software Development Life Cycle process for the application.
  - Adeptly developed an application to alert and ensure safety of Singapore population regarding dengue clusters within 2 km.
- **Code Escape Gaming Application** **Jan 2021 – Apr 2021**
  - Implemented gaming application using Unity to assist students in enhancing their coding skills.
  - Designed layered software architecture, receiving A- for the course.

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## LEADERSHIP AND CO-CURRICULAR ACTIVITIES

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- **NTU Open-Source Society, TGIFHacks** **Aug 2021 – Present**
  - **Chairperson (2022- Present) & Technical Director (2021-2022)**
  - Liaised with external companies (PayPal, Open Robotics) to conduct workshops and other events for audience of ~50 NTUOSS members.
  - Prepared and delivered technical workshop of Flutter Application Development and OpenCV.
- **Nanyang Arts Ensemble** **Aug 2020 – Jan 2022**
  - **Logistics Officer (2021-2022) & Artistic Officer (2020-2021)**
  - Conducted and organized various workshops preparing different crafts for audience of 35 individuals per workshop.
  - Administered procurement of materials, workshop structure and booking venues.
  - Involved in the recruitment process of executive committee for AY 2021/22 and 2022/23.
- **NTU Student Union, Communication Division** **Jan 2021 – Jan 2022**
  - **Publicity Officer, Design and Videography Division**
  - Creative control over NTUSU initiatives specifically editing videos for committees under NTUSU, designing NTUSU's Ussociate guide and social media posts.

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## ACHIEVEMENTS

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- **Nanyang Technological University, Singapore** **Aug 2019 – Present**
  - Awarded the NTU Science and Engineering Undergraduate Scholarship for outstanding academic performance.
- **Bright Riders School, Abu Dhabi** **Mar 2016 – May 2019**
  - Attained 97.6% for 12<sup>th</sup> Grade CBSE AISSCE Exams, Overall Middle East 2<sup>nd</sup> Runner up.

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## PERSONAL PROJECTS

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- **Balance – Wellbeing Application** **Jun 2021 – Present**
  - Programmed Flutter application with Firebase database with features for tracking meals, finances, physical and mental health.
  - Adapted to apply programming design principles and user-friendly interface.

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## SKILLS AND INTERESTS

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- **Programming Language:** Kotlin, Dart, Python, Java, C++, C, HTML/CSS, JavaScript, MySQL
- **Tools:** Flutter, React Native, Android Studio, Visual Studio Code, Figma, Adobe XD, GitLab, Jira
- **Interests:** Dance, Music (Drums, Guitar, and Vocals), Weightlifting, Makeup, Digital Painting, UI Design