

Aneesh Sallaram

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EDUCATION

University of North Carolina at Chapel Hill
Bachelor of Science in Computer Science, Statistics

Chapel Hill, NC
Aug. 2022 – May 2026

EXPERIENCE

Software Engineering Intern – AI & Automation
ArcanaNetworks Inc.

June 2024 – August 2025
Phoenix, AZ

- Developed modular backend services and a **C# WPF (.NET 7.3)** desktop tool to validate and simulate Device Markup Language (DML) scripts, improving debugging speed and reliability.
- Integrated AI-assisted refinement for XML workflows, enabling faster iteration and higher script accuracy.
- Implemented CLI-based automation to trigger validation pipelines, cutting manual review time.
- Collaborated with senior engineers to refactor legacy modules into a modern, service-oriented architecture.

Undergraduate Research Assistant
UNC Sports Analysis Intelligence Lab

Aug. 2023 – Present
Chapel Hill, NC

- Built and deployed scalable **FastAPI** and **PostgreSQL** services to automate data ingestion for UNC Athletics.
- Developed full-stack dashboards with **React** and REST APIs, allowing coaches to monitor live performance data.
- Optimized backend queries and caching, improving dashboard load times and API responsiveness.
- Collaborated in a 4-person team using Agile sprints, code reviews, and CI/CD to ship features.

PROJECTS

UNC Sports Data Analysis Platform
UNC Athletics Project

Feb. 2024 – Present

- Delivered a full-stack platform for UNC teams to track athlete performance and injury data using **FastAPI**, **PostgreSQL**, and **React**, containerized with **Docker**.
- Improved scalability with **Kafka**-based ingestion and **Redis** caching for faster data retrieval.
- Designed role-based APIs and visual dashboards for real-time player insights.
- Built backend data pipelines with **Python/pandas** and **SQLAlchemy** to preprocess, transform, and store data.

Student Clubs Roster Management
Professor Project

Sep. 2024 – Nov. 2024
Chapel Hill, NC

- Built a responsive web app for student clubs to manage rosters, events, and permissions with an **Angular/TypeScript** frontend and **PostgreSQL** backend.
- Implemented secure user authentication and role-based access controls for administrators.
- Designed REST endpoints, performed form validation, and handled state management using Angular services.

Elden Ring Guide
Independent Project

Jan. 2025 – Mar. 2025
Chapel Hill, NC

- Developed full-stack battle simulation platform using **C#** game engine with **ASP.NET Core**, **FastAPI** backend services, and **SvelteKit/TypeScript** frontend with **Tailwind CSS**.
- Implemented data pipeline with **PostgreSQL** for persistent storage, **Redis** for caching, and REST APIs for real-time build optimization and boss strategy analysis.
- Deployed containerized microservices using **Docker** and **Kubernetes** with **Jenkins** CI/CD pipeline; integrated **xUnit** testing and **Prometheus/Grafana** monitoring for system health tracking.

TECHNICAL SKILLS

Languages: Python, C#, TypeScript, Java, SQL, JavaScript
Frameworks & Libraries: FastAPI, .NET, React, Angular, pandas, NumPy
Infrastructure & Tools: Docker, Kubernetes, Redis, Kafka, CI/CD, Git
Databases: PostgreSQL, MongoDB, DynamoDB