ATHARVA ARANKALLE

Final Year Software Engineering Student

Auckland, New Zealand

Phone +64 21 171 2570 GitHub <u>atharvaarankalle</u> LinkedIn <u>atharvaarankalle</u>

Email atharvanz@gmail.com

Website https://atharvaarankalle.netlify.app/

WORK EXPERIENCE

Software Engineering Intern

November 2023 - February 2024

Kusol Labs Limited (Remote)

- Used React in frontend and Django in backend development to develop 3 web applications for multiple clients with diverse needs
- Collaborated and engaged with work in a diverse team and participated and used Agile methodologies in development

Software Development Intern

November 2022 - February 2023

Figured Limited

- Used Vue.js to develop the front-end of the Figured web application
- Used Laravel and PHP to develop the back-end of the Figured web application
- Used Mongo as a database solution for the Figured web application
- Collaborated in a diverse team of seven members and participated and used Agile methodologies

EDUCATION

Bachelor of Engineering (Honours)

2021 - Current

Software Engineering Part IV (Final Year) - GPA: 8.2 (A)

PROJECTS

Personal Portfolio Website — <u>GitHub Repository</u>

2024

Created a personal portfolio website, combining previous web development knowledge and new skills learned during development. Developed using React and MaterialUI.

DiscOvery — <u>GitHub Repository</u>

2024

Collaborated in a team of 6 developers to design and develop a web application for music lovers, allowing them to discover new music together. Developed using MongoDB, Express.js, React and Node.js, using TypeScript.

Skincredible — GitHub Repository

2023

Collaborated in a team of 3 developers to design and develop an Android shopping app for users' every skincare need. Developed using Java, with a Google Firestore database.

Quick Draw! — GitHub Repository

2022

Collaborated in a team of 3 developers to design and develop a desktop drawing game for young children from ages 8 and up and teenagers, where the aim is to draw an image well enough for a machine learning model to guess the drawing. Developed using Java and JavaFX.

SKILLS

- HTML & CSS
- JavaScript TypeScript
- React
- Vue
- Git & GitHub
- Java
- Python
- Jira
- Confluence

MongoDB

SQL