ATHARVA ARANKALLE

Final Year Software Engineering Student

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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 application, used on 30,000+ farms globally
- Used Laravel and PHP to develop the back-end of the Figured application
- Used Mongo as a database solution for the Figured application
- Collaborated in a diverse team of seven members and participated and used Agile methodologies

Software Engineering Intern   **December 2018 – January 2019**

Spark New Zealand

- Used React to develop a calendar application to automate internal development processes

EDUCATION

Bachelor of Engineering (Honours)   **2021 – Current**

Software Engineering Part IV (Final Year) – GPA: 8.2 (A)   The University of Auckland

PROJECTS

Personal Portfolio Website — GitHub Repository   **2024**

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

DiscOvery — GitHub Repository   **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
- SQL
- MongoDB
- Jira
- Confluence