

Avinash Damania

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EDUCATION

UT AUSTIN, CLASS OF 2021 B.S. IN COMPUTER SCIENCE

GPA: 3.8 (University Honors List)

ORGANIZATIONS

Officer/iOS Instructor: Mobile App Development

Officer/Webmaster: Longhorn Smash

Developer: MAD Labs

Autonomous Intelligent Robots Lab:
Freshman Research Initiative

COURSEWORK

Software Engineering
Computational Semantics
Information Retrieval
Algorithms
Data Structures
Computer Networks
Computer Architecture
Operating Systems
Discrete Math
Linear Algebra

SKILLS

Familiar:

JavaScript • TypeScript • Node.js •
React/Redux • Express • Java • C • C++ •
Swift/Xcode • Firebase • BigQuery • Git

Experience:

Python • Angular • Moq unit testing •
Django • MySQL • MongoDB • C# •
Redis • GitLab (Issues/Continuous
Integration)

EXPERIENCE

WORDPRESS ENGINE | SOFTWARE ENGINEERING INTERN

June 2019 – August 2019 | Austin, TX

- Worked on Architects team to develop a sites analytics dashboard for customers to present data about site traffic, errors, response times, disk usage, and bandwidth.
- Demoed to CTO/CMO and others to obtain support for further development.
- Built from scratch using React, Express, Typescript, and BigQuery.

INTELLIGENT ENVIRONMENTS LAB | RESEARCH ASSISTANT

September 2018 – Present | Austin, TX

- Built iOS app to collect student feedback on classroom climates and accordingly adjusting temperatures with help from the UT Energy Department.
- Working with Swift/Firebase and Python for data analytics on the feedback.

BENTLEY SYSTEMS | SOFTWARE DEVELOPMENT INTERN

May 2018 – August 2018 | Austin, TX

- Worked on Analytical Insights team to develop a data analytics service for structural engineering teams to track projects over time.
- Restructured OData APIs and raised code coverage from 72% to 90%.
- Worked with Angular, C, Typescript, Redis, and Moq.

PROJECTS

GDC ROBOT NAVIGATION | EXPRESS/C++

- A web interface for the Building-Wide Intelligence bots to provide live-scraped event info and automated navigation for GDC visitors.
- Implemented manual stopping and automatic return to the lab when idle.

TOURNAMENT ORGANIZER | REACT/TYPESCRIPT/FIREBASE

- A tool to automate and optimize running Smash Bros tournaments.
- Tracks setup history and pulls from live bracket data.

OFFICIAL MAD APP/WEBSITE | SWIFT/DJANGO

- For coordinating MAD student org information and registration.
- Logged signups and provided schedule for MADCon (200 attendees).

FESTIVE | REACT/TYPESCRIPT/EXPRESS

- Uses Ticketmaster API to track EDM concerts/artists/locations.
- Notifies users with pricing and seating information for new concerts.

TABSOLUTE | REACT/TYPESCRIPT/EXPRESS

- A web app to help guitarists write tablature/sheet music digitally.
- Retains personal library of learned/tabbed songs for later access.

TRADUZCO | JAVA

- A Java transpiler that translates Spanish code keywords to English.

TESSERACT | SWIFT/CORE DATA/CORE ML (IN PROGRESS)

- A Rubik's cube timer iOS app that tracks/visualizes progress and uses machine learning to provide targeted algorithm training.
- Conforms to official World Cube Association rules on valid timer runs.