ADITYA KISHAN ANKARABOYANA

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Software Engineer with a knack for crafting elegant and efficient code, specializing in developing APIs and maintaining platform infrastructure in Python. Dedicated to delivering robust solutions and staying current with industry best practices.

SKILLS

API Development • Backend Development • React Development • Full Stack Development • Reverse Engineering

EMPLOYMENT

HeadSpin Inc.

Software Engineer • **Feb 2019 to Apr 2023** • **Palo Alto and Sunnyvale, CA**

- Developed an inventory service which allowed assigning devices to customer workloads with a 66% reduced network footprint.
- Undertook a project that enabled platform support for XAPK distribution. This allowed submission of apps that were up to 6x larger than the Play Store size limit.
- Spearheaded a research project from ZERO to ONE. Devised new techniques to parse Instruments trace file for iOS 13 through 16.
- Bolstered the CI/CD pipeline by amplifying logging capabilities to identify bottlenecks in the platform that led to performance improvements of up to 30% in the profiler runtime.
  Technologies used - Python, Xcode Instruments

NimbleDroid Inc.

Software Engineer, Internship • **Jun 2018 to Aug 2018** • **New York, NY**

- Researched and developed a network traffic monitoring service for iOS apps on the platform.
- Reverse Engineered Xcode's Instruments APIs to extract and analyze app performance metrics like Memory Usage, Network Activity, DiskIO, Call Stack, etc.
  Technologies used - Python, Xcode Instruments

Autograder

Software Developer • **Jul 2017 to Jan 2018** • **Buffalo, NY**

- Developed a grading feature to allow more flexibility for the instructor in choosing the final grade across multiple submissions for an assignment.
  Technologies used - Ruby on Rails, MySQL

EDUCATION

University at Buffalo, State University of New York • Buffalo NY 2014 - 2018
Bachelors of Science in Computer Science

PROJECTS

cliChat
2023

- Created a command-line chat application that lets multiple users connect to the server and and send messages.
  Technologies used - Python

internetRadio
2020

- Created a select based networking application to stream mp3 songs over UDP in C.
- Modelled a controller (user) and a server(radio station) using sockets.
  Technologies used - C

AWARDS

University at Buffalo May 2018
Dean's List