

SATYA ADITYA PRANEETH EMANI

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OBJECTIVE

To obtain Software Engineer position

EDUCATION

Texas A&M University

College Station, Texas, USA

M.S Computer Engineering

Fall 2015 – Spring 2017

GITAM University

Visakhapatnam, Andhra Pradesh, India

B-Tech, Electronics and Communication Engineering, GPA: 3.70

June 2010 – May 2014

RELEVANT COURSEWORK

Computer Communication & Networking, Mobile Wireless Networks, Internet Protocol & Modelling, Real-Time Wireless, Analysis of Algorithms, Software Engineering, Database Systems, Programming Language Design

SKILLS

Programming: C++, JAVA, Objective-C, PHP, Ruby, Node.js, Express.js

Databases: MySQL, Oracle, MongoDB

Scripting: Bash

Operating Systems: Linux, Unix

EXPERIENCE

Co-Founder, Freelane Technologies: Worked on development of server and Application Program Interfaces (API) for Freelane using Java and designed an iOS mobile application called **Freelane** using Objective-C

(May 2016 – Dec 2016)

Software Engineer, Verizon Data Services India: Worked on Mobility Frameworks in the development of Enterprise Applications using Objective-C, Swift and Java for clients like Ann Taylor, Bank of America and Isola

(June 2014 – June 2015)

PROJECTS

Assignment Submission System (CSNet): Designed a web interface using Node.js and MongoDB, which enables assignment submission for courses. It has three different portals for admin, faculty and students. Grading system is also implemented. (Texas A&M University, Spring 2017)

Faculty Course Assignment System: Developed a web interface using Ruby on Rails, which automates the assignment of courses to faculty based on their availability for each semester (Texas A&M University, Fall 2016)

Tiny-SQL Interpreter: Developed a Tiny-SQL interpreter which accepts SQL queries, executes the queries and outputs the results of the execution in Command Line. Interpreter has the following components written in C++: Parser, LQP Generator, Physical Query Plan Generator and Tuple Operations (Texas A&M University, Fall 2016)

Implementation of Network Protocols in TCP/IP: Developed a Simple Broadcast Chat Protocol (SBCP) using Socket Programming in C which can handle finite number of clients using SELECT functionality. Developed a Trivial File Transfer Protocol (TFTP) which can Read/Write files from Server. Also, designed a HTTP Proxy using LRU mechanism (Texas A&M University, Fall 2015)