Aniket Pratap

858-353-6626 | Email | Linkedin | Github

Education

University of California Irvine — Irvine, CA
Bachelor of Science in Computer Science — *Expected Jun. 2024*

Technical Skills

Languages: Python, C/C++, HTML/CSS, JavaScript, SQL, R, Swift
Frameworks: React, Node.js, Flask, Django, Bootstrap
Developer Tools: Vim, Git, Docker, Xcode, VS Code, PyCharm, IntelliJ, Eclipse
Libraries: Axios, Pandas, NumPy, TensorFlow

Experience

Data Analyst Intern — Jun. 2022 – Aug. 2022
Cordis — *San Diego, CA*

- Automated a regional sales mapping using Python, Pandas, and Numpy—finishing 80% faster than manual input
- Saved $10,000 by training 1000 business analysts on the usage of Oracle Analytics
- Implemented 20 dynamic dashboards in Oracle Analytics Cloud by accessing the company's data warehouse

Information Technology Consultant — Nov. 2021 – Jun. 2022
University of California Santa Cruz — *Santa Cruz, CA*

- Assisted students with computer software and identified systematic issues with equipment
- Collaborated with professors to maintain lab equipment and increased lab usage by 21%
- Managed 200 printers campus-wide and repaired cartridge and paper malfunctions

Coding Instructor — Jan. 2019 – Mar. 2020
Code Ninjas — *San Diego, CA*

- Curated personalized JavaScript projects for 30 students—increasing customer attendance by 15%
- Created a Python curriculum to command drones and taught Roblox coding and game development
- Onboarded 200+ students by hosting a coding course at the University of California San Diego

Web Developer Intern — Aug. 2019 – Dec. 2019
Solana Center — *San Diego, CA*

- Implemented pages using Bootstrap and Django and refactored company code base by 60%
- Utilized SCRUM methodology to implement client requests and delivered website three weeks early
- Improved customer carbon offset calculations by 20% based on rainwater, composting and zip code data

Projects

Shell | *C, Linked List, Forks, Pipes* — May 2023

- Read user input and implemented directory changes and file redirection
- Created an unlimited piping system that efficiently used constant space—improving piping time by 90%
- Stored background processes in a linked list and used signal handlers to dynamically remove zombie processes

Pokemon Search Engine link | *JavaScript, Axios, APIS, Node.js, CSS, HTML* — Jul. 2022

- Developed a front-end website using Javascript serving a REST API with HTML and CSS
- Implemented Node.js and Axios to retrieve data about Pokemon moves, types, and statistics
- Used asynchronous functions to improve data request times by 50%

Big Integer Library | *C++, Linked List, Overloading* — May 2022

- Converted string input into integers in a linked list, which surpassed the $2^{32} - 1$ max int size
- Created methods to perform addition, subtraction, and multiplication on Big Integer objects
- Implemented an interface so that numbers can be represented in any base

Huffman Data Compression | *C, Stack, Bit Vector, Tree Traversals, Encryption, Priority Queue* — Jul. 2022

- Performed lossless compression to visualize the amount of data saved—around 60% of original size
- Developed a priority queue to create a tree based on character entropy, which improved retrieval by 50%
- Dumped tree using a post-order traversal and used a stack and bit vector to rebuild message