# Adithya Anandsaikrishnan

anandsaikrishnan.adithya@gmail.com | linkedin.com/in/adivanand | github.com/adi-lux | adithyaanand.com

#### EDUCATION

### University of California, Irvine

June 2024

Bachelor of Science in Computer Science | GPA: 3.56

Irvine, CA

- Achievements and Awards: Regents' Scholarship, Dean's Scholarship, Dean's Honor List
- Relevant Courses: Databases & Web Applications, Data Management, Machine Learning, Project in AI

#### SKILLS

Languages: Python | C# | Java | HTML | CSS | JavaScript | TypeScript | SQL

Technologies: React | Angular | Node.js | Express.js | Nest.js | .NET | PostgreSQL | Git | PyTorch | NumPy

## Relevant Experience

## Software Engineer Intern, Digital Experience

June 2024 - August 2024

Kaiser Permanente

Pleasanton, CA

- Assisted rewrite of Side-Effect Monitoring System from Java Spring to Nest.js, implementing 3 complex features
- Developed 4 API routes using Nest.js and PostgreSQL for system containing 2.1MM patients and 160k respondents
- Wrote 51 Jest test cases to validate system reliability, achieving 100% test coverage and preventing regressions
- Refactored and reduced file size by 45-55%, maintaining equivalent functionality while also improving scalability

## Full Stack Engineer, Projects Committee

November 2022 - June 2024

UCI ICS Student Council

Irvine. CA

- Collaborated in team of 4 to develop a student event scheduling site using Svelte, TypeScript, and PostgreSQL
- Structured PostgreSQL schema with Drizzle ORM, managing 11+ relational tables and ensuring data integrity
- Built a seamless frontend scheduling flow, enabling students to set up meetings with improved usability

## Software Engineer, Ground Station Communications

April 2023 - January 2024

 $UCI\ CubeSat$ 

Irvine, CA

- Engineered an API for handling 50,000+ recent satellite logs, enabling efficient data retrieval and CSV exports
- Mentored a colleague in React UI development, improving component efficiency through pair programming
- Implemented TypeScript-based data validation (Zod) to ensure robust error handling and schema integrity

#### Student Application Developer

January 2023 - June 2023

UCI School of Social Sciences

Irvine, CA

- Developed a React Native mobile app to streamline website information, collaborating with 2 sponsors
- Guided a 4-person Agile development team using Kanban, ensuring timely feature releases and sprint completion
- Processed 1,070+ logs via a Python web scraper, structuring data for React Native frontend integration
- Designed project poster and demoed mobile application to more than 300 attendees as a part of ICS Expo

#### R&D Software Developer Intern

June 2022 - September 2022

AVEVA

Lake Forest, CA

- Created an in-house real-time JavaScript monitoring tool, reducing debugging time by 20-30% in systems
- Maintained and enhanced 5 Angular components for a UI library, now standard in customer-facing products
- $\bullet$  Optimized backend C# . NET SignalR implementation, decreasing application latency from 100ms to 25ms
- Ensured 2 peer reviews per feature and 90% unit test coverage with Mocha, improving software reliability

## Projects

#### AI Electricity and Settlement Detection Model

January 2024 - March 2024

- Preprocessed 18GB of satellite datasets using NumPy and Pandas, improving data consistency for ML pipelines
- Trained 4 segmentation models using PyTorch Lightning, achieving a median training accuracy of 80.6%

# Movie Database Application

September 2022 - December 2022

- Developed a 60,000-movie database web app using Java, JavaScript, and AWS Tomcat, ensuring performance
- Optimized MySQL queries with JDBC, improving performance by reducing search response time to under 275ms
- Built an ETL pipeline to import, parse, and sanitize 10-65K XML files, ensuring clean database updates

# BlogRings Forum Website

August 2022 – September 2022

- · Architected forum website with React and TypeScript, implementing authentication with Auth0 for secure login
- Instituted REST API with Express.js, enabling efficient blogging alongside a real-time chat feature using Socket.IO