

ADVITH CHELIKANI

✉ advith.chelikani@gmail.com

🌐 advith.me

☎ 224-279-4668

🌐 linkedin.com/in/advith

👤 AChelikani

Skills

LANGUAGES

Python

Javascript

HTML/CSS

MySQL

Java

PHP

Matlab

OCaml

C

Scala

Haskell

C++

R

Bash

Go

FRAMEWORKS & TOOLS

Flask

Node.js

Express.js

Bootstrap

jQuery

Backbone.js

Underscore.js

Unity

ReactJS

MongoDB

TECHNICAL MANAGEMENT

Git

JIRA

Gerrit

COURSEWORK

Machine Learning

Database Systems

Algorithms

Education

California Institute of Technology
BS Computer Science 2018

Work Experience

Coursera

Software Engineering Intern

- Working on platform infrastructure engineering team

- Using Scala to build out internal debugging endpoint for events-based grade updates API, Learning Hierarchy

Mountain View, CA
Sep 2017 to Dec 2017

KPCB

KPCB Engineering Fellow

- Chosen as one of ~50 engineering fellows from over 2500 applicants

- See <http://kpcbfellows.com/> for more info

San Francisco, CA
Jun 2017 to Current

Slack

Software Engineering Intern

- Backend performance team, reduced DB time per user and CPU utilization through table migrations and refactoring

- Built custom emoji management tool to manage permissions on custom emojis

- Building internal debugging tool for analysis of failed edge-cache requests

- Building custom terms of service integration so customers can present their users with custom agreements for joining their internal Slack

San Francisco, CA
Jun 2017 to Current

Nutanix

Software Engineering Intern

- Used Backbone.js and Underscore.js to integrate service portal functionality into main dashboard of Prism management tool

- Allows customers to monitor real-time updates on their support cases from the same interface they monitor health of their virtual machine clusters

- Created functionality for customers to quickly open a support case from any page in Prism with pre-gathered diagnostic information

- Used ReactJS, Node.js, MongoDB, and Gerrit API to create Apollo, an internal image-based code review tool for designers to leave feedback on developer's UI screenshots

- Apollo integrates with Gerrit code review, which has no support for images, to provide a robust code review platform.

San Jose, CA
Jun 2016 to Aug 2016

NASA (Jet Propulsion Laboratory)

Software Engineering Intern

- Used Python's Flask framework to create REST API that generated configuration files to automate serving earth imagery

- API will be used in automation of all client applications using NASA's OnEarth open source software package

- Created interface for OnEarth server for non-technical management using Javascript and HTML/CSS

Pasadena, CA
Jun 2015 to Sep 2015

Projects

CLIdocs

A command line tool for getting documentation of your favorite language right in your terminal, made with Go, Python, and Flask.

Triviabot

A Slack bot that asks trivia questions and maintains a leaderboard. Triviabot draws questions from a custom API and stores data in a SQL database on startup, made with Python, SQLite, Flask, and Slack API.

Gametech

A modular platform and API for constructing web games connected to the same leaderboard and with a unified login and registration system, made with Flask, JavaScript, and HTML/CSS. Live at hacktech-games.herokuapp.com.

Venturso.me

A web app that plans a one-day itinerary for you given a start and end time and location, made with Flask, JavaScript, and HTML/CSS. Live at ventursome.herokuapp.com.

NewBite

A web app that finds you new places to eat nearby and remembers places you've already been to, made with Node.js, Stormpath, Mapbox, Factual, and Firebase.

SecretHandshake

A gesture-based authentication system made using the Myo Armband, HTML/CSS, and JavaScript.

SimplyPaper

A web app that transforms an image of a website layout into real HTML/CSS code, made using OpenCV, HTML/CSS and JavaScript.

Save the Street

A virtual reality first-person shooter game on the Google Cardboard made with Unity3D, C#, and Cardboard SDK.

Other Experience

Head Organizer of Hacktech

Organizer for Caltech's annual hackathon. Raised over \$80,000 from sponsors for 2016 event and \$120,000 for the 2017 event. Both featured nearly 500 hackers from around the world. Featured by Caltech, Pasadena News, and GitHub. <http://www.hacktech.io>.

2015 to Current

Speaker at HackCon IV

Spoke and held a workshop about the importance and logistics of running effective and meaningful activities at hackathons at HackCon IV in Estes Park, Colorado.

Jun 2016

Co-author of Paper

<https://agu.confex.com/agu/fm15/preliminaryview.cgi/Paper81237.html>

Dec 2015