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# Akhil Nadendla

## Technical Skills

### Languages | Tools

- Java/Android Development
- C/C++
- Python/Php/Ruby/Rails
- Javascript/WebGL
- Swift/ iOS Development
- HTML/CSS
- Git/Bash/Vim/Command Line
- Arduino/Raspberry Pi/Verilog
- Photoshop/Illustrator/Sketch 3
- MySQL/SQLite

## Education

### University of California, Los Angeles

Bachelor of Computer Science  
Class of 2017

### Casa Grande HS

Salutatorian, Class of 2013

## Links

 <http://www.akhilnadendla.com/>

 /AkhilNadendla

## Activites

- Bruin Entrepreneurs
- IEEE, ACM, ESUC
- Club Tennis

## Coursework

- Data Structures
- Machine Organization/Assembly
- Linux/Terminal
- Logic Design
- Algorithms
- Operating Systems
- Computer Graphics
- Database Systems
- Artificial Intelligence
- Scalable Internet Services

## Selected Projects

### Early | iOS | Swift | June 2015 - Present

- Alarm clock app with custom challenges and features for easier mornings
- Explored iOS sdk, memory management, concurrency, and MVC based design
- Built custom UI with flat design principles, learned to create user experiences

### Spot the Dot | Android | Dec 2014

- Color coordination game, built using libGDX, a cross-platform graphics library
- Implemented settings, font, texture, and audio managers

### Wordsmith | Android | July 2014 - Aug 2014

- A word puzzle game built using android's graphic library: OpenGL ES
- Explored android sdk, and implemented SQLite, AsyncTask, and Gestures

### Asteroids | WebGL | May 2015

- A 3D asteroid evading game written using javascript and WebGL
- Implemented particle system, perspective projections, and 3D texture mapping

### Line Runner | HDL | April 2015

- A dodging game built with verilog, for a 7-segment display on a FPGA
- Learned to utilize clock, implement debouncer, and display results on display

## Experience

### Facebook | Software Internship | June 2016-Sept 2016

- Worked on release engineering infrastructure, building internal tools for scalability
- Learned hack, php, xhp, react, entql, mercurial, and other internal stack tools
- Incorporated feedback from teams across Facebook to design user experiences

### Soothe | Software Internship | Jan 2016-June 2016

- Worked on multiple products, moving fast with lean principles, and weekly sprints
- Built out features for iOS, Android, and the rails backend as a full stack engineer

## Hackathons

### Future without Borders | iOS | Swift | SD Hacks

- Winner of IBM Bluemix API prize, Viasat sponsor prize, and Perkins Coie prize
- A non-profit app that allows households across Europe to host Syrian refugees
- Integrated multiple APIs including Parse, Bluemix, Twilio, and Google Maps

### Stitch | iOS | Swift | LA Hacks

- Won third place from nearly a 100 teams
- Photo filter application created using neural networks
- Utilized lua, swift, amazon cloud, objective C, and javascript