Aman Dhruva Thamminana

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EVIDENCE OF EXCELLENCE

- Applied extreme programming (XP) methodologies in capstone work, startup development, hackathons, and learning
- Demonstrated proficiency in agile practices, including pair programming, test-driven development, and iterative design.
- Designed and Implemented Software Systems for Load balancing and Scaling using Kubernetes, and terraform
- Migrating a Monolithic System to Microservices while improving reliability, speed, and cost-efficiency.
- Applied rigorous mathematical methods to hyperelliptic-curve computations, resulting in a publication.
- Managed a SLURM cluster for internal research, optimizing resource allocation and providing computational support
- Pitched and raised a seed round at a \$5M post-valuation with an accredited venture capital firm

WORK EXPERIENCE

Odin Classroom

East Lansing, MI

Software Developer and Co-Founder

Jan 2022 - Mar 2025

- Co-founded and developed Odin-classroom, a computer science learning management platform, Optimized system
 architecture, increasing speed 37X and reducing student wait times from 30 minutes to 20 seconds
- Secured \$40K+ in VC pre-seed funding within a year; Led formulation and execution of comprehensive marketing and business development strategies, launching beta across 3 classes with 1000+ students
- Made a significant impact by gaining valuable experience in pitching, business planning, and developing a high-scale platform. Developed essential entrepreneurial skills and demonstrated resilience in overcoming startup challenges

Ford Motor Company

Dearborn, MI

Software Development Intern

May 2024 - Aug 2024

- Engaged in the Ford Engineering Development Environment Bill of Materials (FEDEBOM) application in Java Ensured efficient are efficiently integrated, maintained, and optimized for over 5,000 design engineers
- Established first documentation standard for Java Backend code for over 80 developers, developing systems to ensure consistent and accessible documentation for onboarding and training purposes
- Contributed to cloud migration from monolithic to microservices architecture for FEDEBOM application, furthermore engineered RAG-based tools and notification systems, deploying on GCP with Terraform

Auto-Owners' Insurance

East Lansing, MI

Database Development Intern

May 2023 – Aug 2023

- Engaged in data unification projects, focusing on setting up stage tables, indexes, in-force keys, current snapshots, cleaning data and related tasks across over 200 million records and saving up to 40 hours
- Utilized services like Wherescape and DQ+ to streamline and enhance data management processes while working with Hive and Microsoft SQL databases to ensure efficient data management and integration
- <u>Collaborated</u> with cross-functional teams to ensure seamless integration and data consistency and contributed to <u>documentation</u> efforts to maintain comprehensive records of data unification processes

MSU Institute for Cyber-Enabled Research

East Lansing, MI

High Performance Compute Development Engineer

Sep 2021 – May 2023

- Collaborated within the ICER Division on High Performance Compute Cluster projects with SLURM
- Built and documented a Git-based portal for MSU's High-Performance Computing Center (ICER/HPCC) using Ruby on Rails, crafting intuitive UI components and comprehensive user guides with HTML, CSS and MkDocs.
- Engaged with cross-functional teams to deliver seamless integration of high-performance computing systems, rapidly accelerating chemical discovery while ensuring documentation of all procedures without exception

EDUCATION

Michigan State University

GPA: 3.7/4.0

Bachelor of Science, Computer Science and Bachelor of Science, Mathematics, College of Engineering, and College of Natural Science

Graduated December 2024

Relevant Coursework: Computational Network Modeling (Grad), Data Analytics, Theory of Algorithms (Grad), Foundations of Computing (Grad), Distributed Systems (Grad), Pattern Recognition (Grad), and iOS Design Lab

ADDITIONAL EXPERIENCE

Michigan State University

Teaching Assistant

East Lansing, MI Sep 2022 – July 2024

- Assisted with classroom instruction and content review for over 3500+ students during 300+ sessions
- Taught courses such as CSE 260 (Discrete Math), CSE 331 (Data structures and Algorithms), CSE 431 (Algorithm
 Engineering) and CSE 231 (Intro to programming 1) and <u>Apple Design Lab</u>
- Collaborated in developing an innovative curriculum for the Apple Design lab, incorporating critical thinking, teamwork, entrepreneurship, and design principles

Michigan State University Research

East Lansing, MI

Researcher and Research Assistant

Jan 2023 – Dec 2024

- <u>Contributed</u> to published <u>research paper</u>, achieving 173.4X computational speedup in perfect square fraction pair search spaces through novel semi-prime factorization signature method
- Worked in <u>Genetic Programming Lab</u> on integrating GP with Large Language Models for automated code repair applications, while conducting literature review and testing frameworks for evolutionary computation systems

PROJECTS

Scrum Lead and Developer, Capstone Genetic Programing Project

Sep 2023 – Dec 2023

- Led a 4-member team as the highest contributor among 32 students to develop a C++ genetic programming system
- Engineered the core genetic programming loop, scavenger queuing system, and multi-threaded OOP architecture
- Engineered an automated development pipeline using CMake, clang-format, and comprehensive documentation alongside rigorous workflow guidelines, ensuring seamless builds across diverse environments
- Maintained high code quality through extensive unit and integration testing, along with sanitizers, custom logging, profiling, and memory leak checks
- Adopted an Extreme Programming & Scrum framework to drive rapid iterations and scalability, culminating in the deployment and training of GP models on MSU's high-performance computing cluster

Co-Founding Engineer, OneClickStack

Nov 2024 - Dec 2024

- Built an AI-driven platform that transforms a single prompt into a full-stack web application—complete with frontend, back-end, databases, authentication, and payment integrations
- Validated and gained early traction 31 paying early adopters and a waitlist of 282 interested users
- Engineered to serverlessly scale the system using Kubernetes, Docker, and AWS, enabling rapid deployment and efficient infrastructure management

Open-Source Contributions, GitHub

Nov 2024 – Present

- Contributed to multiple C++ open-source projects through bug fixes, new features, and comprehensive docs
- Collaborated with a global community to integrate modern C++ best practices and streamline code quality

Co-Developer, SurgeSOS (Hackathon Winner)

(36 hours) Sep 2023

- Engineered a multi-agent platform that automates emergency call handling during high-volume 911 situations
- Implemented specialized agents to engage callers and extract key dispatch details, streamlining real-time responses
- Developed a full-stack solution using Flutter, react, OpenAI models, deployed on GCP and Firebase

Co-Developer, <u>Quick Action</u> (Hackathon Winner)

(36 hours) Feb 2023

- Built an AR-based native iOS app that localizes users indoors and guides individuals to nearest exit with cues
- Leveraged Swift, ARKit, and Firestore to deliver real-time indoor mapping and evacuation assistance
- Built a full-stack system with React/Express and Twilio for operator communication and person-counting

Scrum Lead and Developer, Angry Sparty (Best Project Award)

(5 Week) Nov 2022

- Developed "Angry Sparty," a C++ clone of Angry Birds using wxWidgets and BOX2D, with a team of 5 students earning the Design Award —all developed without AI assistance while ensuring high quality with unit tests
- Created detailed UML diagrams to streamline the project's structure and guide efficient development

TECHNICAL SKILLS

Web-Development: React.js, Next.js, Redux, Tailwind, CSS, Python, Flask, Fast API, AWS, API Design **Programming Languages:** Python, C, C++, TypeScript, MySQL, Java, and Ruby

Frameworks and Libraries: Slurm, Git, Docker, Kubernetes, Vim, Pandas, TensorFlow, ARKit, Flutter, and GPT

INTERESTS

Interests: Motorcycling, Boxing, Hiking, Volunteering, and Competing in Hackathons