

Aarya Tallada

Aarya.Tallada@gmail.com || <https://www.linkedin.com/in/AaryaTallada/> || aaryatallada.com

Education

University of California, Los Angeles

Sep 2021 – Jun 2025

Bachelor of Science in Computer Science

Relevant Coursework

Data Structures, Algorithms, Object Oriented Programming, Software Engineering, Computer Systems, Deep Learning, Machine Learning, Linear Algebra, Computer Architecture, User Interfaces and Experience

Technical Skills

Programming: NodeJS, TypeScript, RESTful API, GraphQL, Postman, JUnit, C++, Python, C, Unix, Linux, GDB, Java, JavaScript, HTML/CSS, SQL, NoSQL, Spring Boot, Docker, Git

Experience

USAA Bank – Software Engineering Intern

- Created new endpoint in API which calls another API with millions of records enabling users ease of use through a more streamlined process.
- Created caching system for storage of data pulled from secondary API call to reduce overhead.

NES Emulator – Software Developer/Tutoring

- **(Teaching)** Led group of people to emulate a chip that can run legacy Nintendo games by implementing HW components (RAM, PPU etc.)
- **(Coding)** the entire instruction set of the corresponding ISA.

Website Construction – Software Developer

- Created website for incoming UCLA students to look at reviews/ratings on different topics (e.g. Dining halls, Dorms, Rec Centers) based on tags (e.g. cleanliness, social life etc.) with an option for existing students to enter reviews and a rating system with searching/sorting.

3D Scene – Software Developer

- Joined team of students to create a 3D interactive rendition of a Japanese scene with a shrine. Made use of Algorithms and Data Structures to cleverly implement this aesthetic and interactive scene to make it appealing to the users.
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Activities

FAMAT State Placing Matrices and Vector.

SOFIC Robotics 4th States.