Gunasekhar Athuluri

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SKILLS

Languages: Kotlin, Java, Swift, Dart, Python, JavaScript/TypeScript, C/C++, Objective-C, C#, HTML/CSS, SQL, R
Frameworks, Platforms & Services: Android, Jetpack Compose, SwiftUI, Flutter, React.js, React Native, Android Open Source Project (AOSP), Node.js, WebSocket, Bluetooth Low Energy (BLE), MQTT, .NET, RESTful APIs, GraphQL
Cloud & DevOps: AWS, Docker, CI/CD, Jenkins, GitHub Actions
Machine Learning: Tensorflow, CNN, Text Recognition (OCR), LLM Integration, Prompt Engineering
Developer Tools: Git, Figma, Android Studio, Xcode, Visual Studio, Adobe Photoshop, Blender
Key Graduate Courses: Machine Learning, Operating Systems, Advanced Algorithms, HCI, Ray Tracing

EDUCATION

University of Utah   Salt Lake City, UT, USA
*Master of Science: Computer Science (GPA **3.719/ 4**)*   *August 2024 - December 2025*

Vellore Institute of Technology (VIT)   Vellore, India
*Master of Technology: Software Engineering (5-Year Dual Degree; BS+Master's) (GPA **8.51/ 10**)*   *July 2018 - April 2023*

PROJECTS, APPS & OPEN SOURCE CONTRIBUTIONS

- **Published 17 apps** on the Google Play Store, which have collectively garnered **over 600,000 downloads.** {Link}.
- Published the **first-ever Dart-based DICOM parser**, dicom_parser, on pub.dev; currently averaging **150+ weekly downloads** for parsing and rendering medical imaging files.
- Developed PromptLite, a lightweight Chrome extension for structured LLM interactions; optimized prompt directives to **reduce token wastage by 50%** and **increase output relevance by 2x**.

EXPERIENCE

Research Assistant/App Developer   February 2025 - November 2025
Huntsman Cancer Institute - University of Utah Health   *Salt Lake City, UT, USA*

- Developed a skin cancer prevention Android app for the Yelena Wu Lab and built a web portal to streamline the distribution of research-specific app variants to participants.
- Architected a single codebase supporting multiple study configurations and implemented precise notification scheduling for study interventions.
- Engineered data pipelines to synchronize app data with REDCap database with 10,000+ records and integrated LLM APIs to deliver personalized, context-aware notifications that increased participant engagement.

Software Development Intern   May 2025 - August 2025
Optime Labs   *San Diego, CA, USA*

- Addressed the inefficiency of manual scheduling by engineering SnapCue, a cross-platform mobile application that utilizes image capture and date extraction to automatically parse dates and create reminders from image.
- Implemented on-device AI for optical character recognition (OCR) and text classification, achieving up to 99% accuracy in multi-language and multi-format date extraction.
- Bootstrapped the product from concept to launch in just 2 months, executing both mobile app and marketing website development, followed by App Store and Play Store publishing.

Graduate Engineer   July 2023 - July 2024
Aptiv   *Bengaluru, India*

- Engineered core Android infotainment apps (Settings, Launcher, System UI, Vehicle Status, Camera, Energy), customized system navigation, status bar, and system UI components
- Integrated speech control APIs and third-party navigation maps, built system-level interactive widgets hosting more than 10 system apps with continuous broadcast communication between apps and widgets.
- Automated nightly build downloads with Python scripts, wrote unit tests to ensure app stability, contributed to apps localization, implemented connectivity features (Wi-Fi, Bluetooth) in settings, and worked hands-on with AOSP for system-level Android OS modifications.
- Built ADB interface tools to simplify testing and development for the Android system, enabling command execution, signal simulation, and system-level OS interactions commonly used across Android projects.

Graduate Intern   September 2022 - June 2023

Aptiv   *Bengaluru, India*
- Contributed to Android infotainment features development including Settings, Launcher, System UI.
- Worked on full Android OS builds (AOSP), including boot-level customizations, system-level modifications, and user-level changes.
- Performed QA activities, including requirement documentation, unit tests, and validation tests.

Developer Intern   June 2021 - September 2022

E2EM Technologies   *New Delhi, India*
- Developed mobile apps for diverse hardware, including e-bicycles, scooters, smart locks, IoT-enabled home automation systems, and motor pump controllers.
- Engineered IoT mobile apps utilizing BLE and MQTT protocols to handle real-time data transmission from embedded hardware and mobile device sensors.
- Integrated GPS and maps into the applications to enable navigation and real-time location tracking of the hardware.

Developer Intern   September 2021 - February 2022

Paycrunch   *Bengaluru, India*
- Developed Paycrunch, a cross-platform mobile app for Android and iOS designed for college students, India's first UPI-based Scan & Pay Later credit service app.
- Implemented core fintech features including identity & KYC verification, payment processing, and transaction management.
- Integrated mobile application with backend REST APIs and databases to manage secure financial transactions and optimize payment management workflows.