

Atul Kodla

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EDUCATION

Bachelor of Engineering (Hons.) | *University of Auckland*

2023 – 2026

- **GPA: 8.0/9.0** (A/A+ Average)
- **Dean's Honour List 2024** (Top 5% of Cohort)
- Part III - **Penultimate** year of Software Engineering

RELEVANT COURSEWORK

- Data Structures and Algorithms
- Object-Oriented Programming
- Software Quality Assurance
- Fundamentals of Database Systems
- Operating Systems
- Software Engineering Design

EXPERIENCE

Alimetry | *Swift, SwiftUI, Python, Git*

Auckland, NZ

Software Engineering Intern

Nov. 2024 – Feb. 2025

- Developed key components and screens for Alimetry's iOS application using SwiftUI, **improving the user experience** and functionality.
- Built an internal tool to assist with data modification, **streamlining internal workflows** and enhancing efficiency.
- Contributed to app localization, **ensuring support** for multiple languages and improving accessibility for global users.
- Worked with API calls and JSON parsing, handling **data retrieval and processing** for various app features.

Web Development and Consulting Club

Auckland, NZ

Competitions Executive

Nov. 2024 – Present

- Planned and organized **hackathons and other competitions**, coordinating logistics, managing participants, and ensuring smooth event execution, fostering innovation and engagement within the community.

PERSONAL PROJECTS & COMPETITIONS

Virtual Patient Simulator | *React, Express, Node.js, MongoDB, Git*

Mar. 2024 – Nov. 2024

- Developed **interactive user interfaces** for a web-based Virtual Patient Simulator, enhancing user experience with dynamic scenarios and seamless navigation.
- Collaborated with a multidisciplinary team to integrate frontend components with backend logic, **ensuring a cohesive application**.
- Implemented authentication and authorization features, **securing scenario access** through custom ProtectedRoute components, and tested for improved redirection accuracy.

Jewel Heist | *Java, JavaFX, OpenAI API, Git*

Jul. 2024 – Nov. 2024

- **Led a team of three** in the development of an AI-powered detective game, using Java and JavaFX to create an immersive, dynamic mystery-solving experience.
- Integrated the **OpenAI API** to power dynamic conversational systems, enabling **context-aware interactions** within the game's mystery-solving environment.
- **Oversaw the design and implementation** of the minigames and their mechanics, ensuring seamless gameplay and interaction based on player choices.

NZ Cyber Security Challenge

July 2024

- Ranked in the **top 50** in the National round of a cybersecurity challenge, earning an invitation to the finals at Waikato University in Hamilton.
- Solved complex cybersecurity challenges and competed in Capture The Flag (CTF) events, demonstrating strong problem-solving and technical skills.

TECHNICAL SKILLS

Languages: Java, Python, Swift, C/C++, JavaScript, HTML/CSS, Matlab

Frameworks: React, SwiftUI, Node.js, Express.js, Material-UI, TailwindCSS

Developer Tools: Git, Github, Bitbucket, VSCode, XCode