

Gunasekhar Athuluri

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SKILLS

Languages: C#, SQL, JavaScript/TypeScript, Java, Kotlin, Swift, Dart, Python, C/C++, Objective-C, HTML/CSS, R
Frameworks, Platforms & Services: SQL Server, .NET, React.js, RESTful APIs, Node.js, WebSocket, Android, Jetpack Compose, SwiftUI, Flutter, React Native, Android Open Source Project (AOSP), Bluetooth Low Energy (BLE), MQTT, 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, Microsoft Visual Studio Code, Android Studio, Xcode, Visual Studio, Adobe Photoshop, Blender

EDUCATION

University of Utah

Master of Science: Computer Science (GPA **3.719/ 4**)

Salt Lake City, UT, USA
August 2024 - December 2025

Vellore Institute of Technology (VIT)

Master of Technology: Software Engineering (5-Year Dual Degree; BS+Master's) (GPA **8.51/ 10**)

Vellore, India
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**..
- 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

Software Engineer

[ClickIt Inc.](#)

February 2026 - Present
Winston-Salem, NC, USA

- Develop backend APIs using C# and .NET for a Camera Management System, ensuring scalable architecture and secure data flow.
- Design and optimize SQL Server queries, stored procedures, and database schemas to improve performance and maintain data integrity.
- Integrate RESTful APIs with frontend web applications, debug production issues, and enhance overall system reliability and responsiveness.

Research Assistant/App Developer

[Huntsman Cancer Institute](#) - University of Utah Health

February 2025 - November 2025
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

[Optime Labs](#)

May 2025 - August 2025
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

[Aptiv](#)

July 2023 - July 2024
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.