

ATHREYA ANAND

0.0 **CONTACT**

COMPUTER SCIENCE STUDENT
US CITIZEN

CS GPA: 4.0
GRAD: May 2020

SKILLS:

JAVA, PYTHON, C, ANSIBLE, JAVASCRIPT, BASH, ML (SciKit, TF, KERAS), SWIFT, CSS, HTML

ABSTRACT:

- Seeking a software internship in order to gain exposure and use experiences in designing programs, platform applications, as well as machine learning, data science, and artificially intelligent software

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EXPERIENCE

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| AMAZON (AWS) Software Dev. Eng. Intern in Cupertino, CA | MAY 2019 | <ul style="list-style-type: none">- Worked on chip dedicated to cloud-based Machine Learning inference acceleration- Helped build out runtime instance and focused on building out entire metrics protocol and infrastructure- Wrote to misc ram of chip and piped through Pacific chip with PCI communication- Used python to read metrics from chip and and pipe to AWS CloudWatch to create informative fleet dashboards |
| BOINGO WIRELESS DevOps Software Intern in Los Angeles, CA | MAY 2018 | <ul style="list-style-type: none">- Wrote over 20 automation scripts with bash and ansible to help automate network engineering tasks- Created automation job to reduce financial server bootup to 10 minutes from over 1 day- Won Boingo Hackathon with dynamic network load balancing script using bash and ansible- Managed a plethora of virtual machines and IPs through VMware and Infoblox |
| TESLA Software Engineering Intern in Palo Alto, CA | MAY 2015 | <ul style="list-style-type: none">- Organized servers in data center and helped with software maintenance and backups- Shadowed several developer meetings and helped with basic tasks such as IT management and documentation- Learned and gained exposure to how a leadership team works at the semi-startup/corporate level- Gained exposure to the plethora of different teams working on unique projects such as self-driving/automation |
| CALICOM Software Engineering Intern in Palo Alto, CA | MAY 2016 | <ul style="list-style-type: none">- Contributed basic Python, Javascript and HTML/CSS to code base for beta website and platform- Debugged website, designed promo-video, and proofread/wrote pitches for investor rounds and meetings- Shadowed online development meetings and scouted competitor products for better competitive analysis- Worked out of an apartment office and got exposure to all aspects of a newly-founded growing startup |
| TRACE STUDIOS Founder and Developer in Los Angeles, CA | 2015 2019 | <ul style="list-style-type: none">- Became interested in mobile application development and began personal development company- Produced 6 applications; 3 published to the play store and 2 submitted to local and state (California) competitions- Ranked top 100 financial applications in three countries for Cux: a currency exchange/crypto application- ~10,000 downloads across all applications produced and growing daily! |

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HACKATHONS & PROJECTS

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| T-MOBILE HACKATHON Second Place | APR 2019 | <ul style="list-style-type: none">- Built a live transcription service and universal transcription cloud to help aid T-Mobile's customer service- Incorporated live semantic analyzer to show emotions of customers in-call with dynamically changing emojis- Utilized Microsoft Azure's Machine Learning suite of APIs and frameworks |
| BUILDGT2 First Place | MAR 2019 | <ul style="list-style-type: none">- Built a real life version of Wii Sports Bowling using a Roomba robot vacuum and an Xbox Kinect- Used Processing and colored sticky-notes on top of water bottles in order to detect pins and falls/collisions- Incorporated a raspberry pi to control the roomba remotely as well as interact with basic CSS and HTML |
| HACKGT5 Top 8 & Best Domain | SEP 2018 | <ul style="list-style-type: none">- Built a real-world first person shooter using a computer webcam and your very own finger gun- Constructed with ThreeJS and a lot of angle calculation to determine finger position and shooting mechanics- Created HSV detection algorithm to determine where fingers are located in real-space to position cursor |
| BUILDGT1 Best Beginner Project | OCT 2018 | <ul style="list-style-type: none">- Built a VR recreation of the popular game show "Hole in the Wall" with an innovative addition of multiplayer- Incorporated Xbox kinect for sketal recognition & raspberry pi to receive/communicate data with web sockets- Constructed game with unity and artifacts created within blender; game was tested on Android Virtual Reality |
| BOINGO HACKATHON First Place | MAY 2018 | <ul style="list-style-type: none">- Created a bash/expect script to automatically switch users based off of network load/usage- Switched users dynamically on Boingo's network (2.4 GHz to 5 GHz) --> led to average 112% speed improvement |
| INSIDER Mobile Game Application | JAVA | <ul style="list-style-type: none">- Published couch co-op pass & play version of Mafia/Werewolf; over 7,000 downloads to date; 1st application pub.- Incorporated several algorithms to incorporate bot/CPU players to substitute human players |
| MINDLESS Mobile News Application | JAVA | <ul style="list-style-type: none">- Created custom JSON parser and organizer to grab and organize articles from Reddit using according API- Followed UI guidelines heavily with a big emphasis on ease of use including night and daytime readers/themes |
| BINDER Mobile Utility Application | JAVA | <ul style="list-style-type: none">- Incorporated Machine Learning image recognition algorithms to identify and isolate paper notes- Implemented Evernote API and calendar functionality for storage, cross-platform access, and student scheduling |

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EDUCATION

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| GEORGIA TECH College of Computing, Honors Grad: May 2020 , CS GPA: 4.0 | 2017 2020 | <ul style="list-style-type: none">- Honors Student studying Computer Science with concentrations in Intelligence and People- Relevant Coursework: Artificial Intelligence, Machine Learning, Data Structures, Algorithms, Object Oriented Programming, Discrete Math, Computer Architecture- Cumulative GPA: 3.7 |
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