

Abhishek Srikanth

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“[abhishek-srikanth.github.io](https://github.com/abhishek-srikanth)” , “github.com/Abhishek-Srikanth” , “[linkedin.com/in/abhishek-srikanth](https://www.linkedin.com/in/abhishek-srikanth)”

EDUCATION

Computer Engineering, Purdue University, West Lafayette

(May 2017)

- **GPA: 3.97** (Fall '13 to Present: Dean's List and Semester Honors)
- Outstanding ECE Merit Scholarship (2016-17)

WORK EXPERIENCE

Program Manager Intern at Microsoft Corp – Redmond

(Summer 2016)

- Designed and drove to completion a web portal and setup scripts for internal developers targeting android.
- Had 800+ users access the portal with over 60 new developers using the scripts to get set up for development.

R&D Instant Bloomberg Intern at Bloomberg LP – New York

(Summer 2015)

- Created a scalable backend for a new service in the Instant Bloomberg Chat Service.
- Unit tested (gtest/gmock) and integration tested all code.
- Learnt *organization techniques of large scale projects* and *testing methods and frameworks*.

PROJECT EXPERIENCE

Personal Project – Android IME

(2015 - Present)

- Creating a new soft keyboard for android that is designed for Abugida languages. (*private GitHub repo*)
- Currently released an open beta version and iterating based on live customer feedback.

Hackillinois – Intel's Most Innovative Use of Intel Microcontrollers

(Spring 2016)

- Racing games hosted by a Django server on an intel Edison that uses accelerometers to control the character.
- Proof of concept for a centralized gaming system serving multiple games from a common micro-controller.

MIPS 32-bit processor design

(Spring 2016)

- Designed and implemented a 32 bit dual-core cached pipeline processor on an FPGA.
- Learnt and implemented a *Pipelined design, branch prediction, set associative caching* and *MSI protocol*.

Research Project under Professor Yung Lu

(Fall 2014)

- To create a *web interface* for ECE 264 programming class using *Django framework*.

The Hungry Mage – Android Game

(Summer 2014)

- Help the mage get to his pizza by tackling more than 60 levels of increasing difficulty using some of the gravity defying (literally) magic tricks our magician has up his sleeves.
- Learnt *Game Design and Development, Game testing, Level Design, Resource Management*, etc...

DodgeIt – Android Game

(Summer 2014)

- A game where a constantly bouncing football must be saved from hordes of incoming danger balls.
- Learnt *Game Design and Development, Object Oriented Programming, Java, XML*.

Hackillinois – Project Bounce: Interactive game using Arduino and C++

(Spring 2014)

- 2 players controlled their objects in the game by physically interacting with a ping sensor.
- Learnt *Arduino programming, Parallel programming using threads, level design, Game engine development*.

Miscellaneous

- **MHacks** – Application to detect hand gestures and convert them into human readable text. (Fall 2014)
- **BoilerMake Hackathon** – C++ game. (Spring 2014)
- **Sudoku Solver** – program to solve empty Sudoku puzzle. (12th grade)

ACTIVITIES

Lab TA for ECE 437 (Computer Architecture)

(Fall 2016)

Co-chair of ECE International Student Committee

(2015-2016)

Webmaster for Purdue Hindi Public Speaking

(2015-Present)

Member of Purdue Hackers – Purdue University

(2014-Present)

EPICS – Lafayette Crisis centre database design project – Purdue University

(Spring 2014)

SKILLS

Languages: C, C++, Python, Java, System Verilog, JavaScript, SQL, Html.

Spoken Languages: English (Native proficiency), Tamil (Native proficiency), Hindi (Native proficiency).

Software course work: Compilers, Advanced C programming, Data structures & algorithms, Security, Scripting.

Hardware course work: Computer Architecture, ASIC design, Microcontroller Systems, Senior Design.