

Abhishek Srikanth

srikanth@purdue.edu , +1 (765) 337 1642

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

EDUCATION

Computer Engineering, Purdue University, West Lafayette

(May 2017)

- **GPA: 3.93** (Graduated with Distinction)
- Outstanding ECE Merit Scholarship (2016-17)

WORK EXPERIENCE

Lab Teaching Assistant for ECE 437 (Computer Architecture)

(Fall 2016 – Spring 2017)

- Cleared conceptual and design doubts & solved system verilog implementation issues for ECE 437 students.
- Furthered my understanding of processor designs, caching systems, coherence friendly designs and more.

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

Compiler for ‘Little’ language

(Fall 2016)

- Designed and implemented a static typed language that supports conditions, loops and functions in C++.
- Utilized flex and bison, generated optimized IR and finally generated assembly with register allocation.

Android application development – 3 published apps

(2014 - 2017)

- **Apurva Keyboard** – a new soft keyboard with an interface tailor made for abugida scripts.
- **The Hungry Mage** – gravity defying puzzle game with over 60 levels of fun, built using native canvas APIs.
- **DodgeIt** – game to save a bouncing football from danger balls, built using native canvas APIs.
- Learnt product design & development, canvas rendering of graphics, customer analysis, level design & more.

Project Glass - Senior Design

(Fall 2016)

- Built a wearable glass display that interfaces with a smart phone to display notifications & useful information.
- Designed the PCB, wrote interfacing code for the Bluetooth module and developed the android interface.

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.*

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.

Raw bayer image demosaicing and filter chip – ASIC design project

(Fall 2015)

- Designed and implemented from scratch a chip to de-mosaic raw images and apply very basic filters on them.
- Learnt about RTL level designs, common patterns, state machines and various communication protocols.

Research Project under Professor Yung Lu

(Fall 2014)

- Created a *web interface* for ECE 264 advanced C class using *Django framework* and *Foundation CSS*.

ACTIVITIES

Co-chair of ECE International Student Committee

(2015-2016)

Webmaster for Purdue Hindi Public Speaking

(2015-2017)

Member of Purdue Hackers – Purdue University

(2014-2017)

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), Tamil (Native), Hindi (Native), French (Elementary).

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

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