Abhishek Srikanth

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OBJECTIVE

To obtain a computer engineering internship position for the summer of 2017.

EDUCATION

Computer Engineering, Purdue University, West Lafayette – Indiana, USA   2013-2017
- **CGPA**: 3.97   (Fall '13 to Present : Dean's List and Semester Honors)
- **Classes**: Advanced C programming, Datastructures & algorithms, Security, Scripting, Computer Architecture, ASIC design, Microcontroller Systems
- **Languages**: C, C++, Python, System Verilog, JavaScript, SQL, Java, Html

WORK EXPERIENCE

R&D Instant Bloomberg Intern at **Bloomberg LP** (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 EXPERIENCES

Research Project under Professor Yung Lu (Fall 2014)
- To create a *web interface* for ECE 264 programming class using *Django framework.*

HackIllinois – Intel's Most Innovative Use of Intel Microcontrollers (Spring 2016)
- Racing games hosted by a django server on an intel edison with accelerometers to control the character.
- Proof of concept for a centralized gaming system serving multiple games from a common micro-controller.

Personal Project – Android IME (2015 - Present)
- Creating a new soft keyboard for android that is designed for Abugida languages. (*private github repo*)

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 application (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*.

Project Bounce – Interactive game using Arduino and C++ (Hackillinois 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** (Fall 2014) – Application to detect hand gestures and convert them into transferrable ASCII text.
- **BoilerMake Hackathon** (Spring 2014) – **C++** game.
- **Sudoku Solver** (12th grade) – program to solve empty Sudoku puzzle.

ACTIVITIES

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
Voluntary painting service at Riverbank State Park – Bloomberg Philanthropies	Summer 2015
Voluntary 3 hr Android Programming Workshop for grade 9 students	Summer 2014
Member of Computer Society – Purdue University	2013-2014
EPICS – Lafayette Crisis centre database design project – Purdue University	Spring 2014

MISCELLANEOUS

Languages: English, Tamil, Hindi.
Great interest in learning new concepts and using them with an aptitude for innovation.