# **Abhishek Srikanth**

Campus Address Important Links

Meredith Hall, 201 North Martin Jischke Drive, West Lafayette, IN 47906 (765) 337-1642 web.ics.purdue.edu/~srikanth github.com/Abhishek-Srikanth linkedin.com/pub/abhishek-srikanth/88/6a9/35a srikanth@purdue.edu

## **OBJECTIVE**

To obtain a computer engineering internship position for the summer of 2016.

## **EDUCATION**

Purdue University, West Lafayette – Indiana, USA

2013-2017

• CGPA: 3.99 (Fall '13 to Present : Dean's List and Semester Honors)

Global Indian International School (GIIS) – Singapore

2008-2013

• Score: 95% in All India Senior Secondary Certificate Examination (grade 12 final exam)

# PROGRAMMING EXPERIENCES

# **R&D IB Data Infrastructure Intern** at **Bloomberg LP** (Summer 2015)

- To create a new backend service that returns public chats, change existing services to accommodate public chats, unit and integration test all these services and create a debug screen for the newly created service.
- Learnt organization techniques of large scale projects and testing methods and frameworks like gtest.

# **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 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 (<u>Fall 2014</u>) Application to detect hand gestures and convert them into transferrable ASCII text.
- **BoilerMake Hackathon** (Spring 2014) C++ game.
- **Sudoku Solver** (12<sup>th</sup> grade) program to solve empty Sudoku puzzle.
- **Programming classes** Advanced **C** programming, Data structure and Algorithms, Computer Security, Bash and Python Scripting, Introduction to digital Logic (ABEL)
- Appreciable knowledge of Python, ABEL (HDL), Java, JavaScript, HTML, XML, Matlab, SQL.

# **ACTIVITIES**

Webmaster for Purdue Hindi Public Speaking	2015-Present
Member of Purdue Hackers – Purdue University	2014-Present
Member of ECE International Student Committee	2015-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
<b>EPICS</b> – Lafayette Crisis centre database design project – Purdue University	Spring 2014

## **MISCELLANEOUS**

Languages: English, Hindi, Tamil.

Exposure to various cultures like Middle Eastern (UAE), Indian, South East Asian (Singapore), American (USA). Great interest in learning new concepts, using them and an aptitude for innovation.